



DGGEN DTG 2024-03-05T11:32Z
CLASSIFIED/DG/NTK//
SUBJ ROSTER/ACTIVE/NOCELL/CONUS//



Anthropologist.....	2
Business Executive.....	62
Computer Scientist.....	82
Criminal.....	142
Engineer.....	222
Federal Agent.....	302
Firefighter.....	544
Foreign Service Officer.....	604
Historian.....	684
Intelligence Analyst.....	764
Intelligence Case Officer.....	844
Lawyer.....	924
Marine.....	964
Media Specialist.....	1124
Nurse.....	1164
Paramedic.....	1224
Physician.....	1284
Pilot.....	1344
Police Officer.....	1384
Program Manager.....	1504
Sailor.....	1524
Scientist.....	1564
Soldier.....	1644
Special Operator.....	1844

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL OLMSTEAD, Adrienne		2. PROFESSION (RANK IF APPLICABLE) Anthropologist		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Maud, TX		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 28 (MAY 26)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	9	45	
	Constitution (CON)	14	70	Fit
	Dexterity (DEX)	17	85	Razor sharp
	Intelligence (INT)	18	90	Brilliant
	Power (POW)	15	75	Calm
	Charisma (CHA)	13	65	Outgoing
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		12	
	Willpower Points (WP)		15	
Sanity Points (SAN)		75		
Breaking Point (BP)		60		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		13
		13
		13
		13
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	30	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	20	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)	70	<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	40
	<input type="checkbox"/> Archeology (0%)	60	<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	60	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)	20	<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	40
	<input type="checkbox"/> Bureaucracy (10%)	40	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	40
	<input type="checkbox"/> Computer Science (0%)	20	<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	50	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	40	<input type="checkbox"/>	50
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	40	<input type="checkbox"/>	30
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)	20	<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	20			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	20	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=0

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

THIS IS A WORK OF FICTION

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	40%		1D4-1				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY	
		19. SPECIAL TRAINING	SKILL OR STAT USED
		Please indicate why this agent was recruited and why the agent agreed to be recruited.	

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL NESTOR, Hugo		2. PROFESSION (RANK IF APPLICABLE) Anthropologist		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Tenaha, TX		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 40 (JUN 25)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	10	50	
	Constitution (CON)	14	70	Resistant
	Dexterity (DEX)	8	40	Uncoordinated
	Intelligence (INT)	13	65	Crafty
	Power (POW)	17	85	Indomitable
	Charisma (CHA)	10	50	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		12	
	Willpower Points (WP)		17	
Sanity Points (SAN)		85		
Breaking Point (BP)		68		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		10
		10
		10
		10
	12. MOTIVATIONS AND MENTAL DISORDERS	
	13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE	
	Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted	

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	20	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)	50	<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	60
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	60	<input type="checkbox"/> Stealth (10%)	30
			<input type="checkbox"/> HUMINT (10%)	50	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	30
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)	20	<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	40	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	40
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):	20	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	40	<input type="checkbox"/>	70
	<input type="checkbox"/> Demolitions (0%)	20	<input type="checkbox"/> Persuade (20%)	60	<input type="checkbox"/>	30
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	50	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	20			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	20	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=0

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

THIS IS A WORK OF FICTION

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	40%		1D4-1				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY	
		19. SPECIAL TRAINING	SKILL OR STAT USED
Please indicate why this agent was recruited and why the agent agreed to be recruited.			

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL GRAIG, Jane		2. PROFESSION (RANK IF APPLICABLE) Anthropologist		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Dayton, OH		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 46 (SEP 24)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	13	65	Sturdy
	Constitution (CON)	8	40	Frail
	Dexterity (DEX)	16	80	Slick
	Intelligence (INT)	11	55	
	Power (POW)	12	60	
	Charisma (CHA)	11	55	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		10	
	Willpower Points (WP)		12	
Sanity Points (SAN)		60		
Breaking Point (BP)		48		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		11
		11
		11
		11
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	30
	<input type="checkbox"/> Alertness (20%)	20	<input type="checkbox"/> Forensics (0%)	20	<input type="checkbox"/> Science (0%):	20
	<input type="checkbox"/> Anthropology (0%)	50	<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	80
	<input type="checkbox"/> Archeology (0%)	40	<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	60	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	50	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	40	<input type="checkbox"/> Melee Weapons (30%)	50	<input type="checkbox"/> Unarmed Combat (40%)	40
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	40	<input type="checkbox"/>	50
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	60	<input type="checkbox"/>	30
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)	20	<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	20			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	20	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=1

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

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	40%		1D4				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY
		19. SPECIAL TRAINING
		SKILL OR STAT USED

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL ALFANO, Levi		2. PROFESSION (RANK IF APPLICABLE) Anthropologist		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Westfall, OR		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 50 (MAY 24)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	15	75	Tough
	Constitution (CON)	12	60	
	Dexterity (DEX)	14	70	Quick footed
	Intelligence (INT)	10	50	
	Power (POW)	10	50	
	Charisma (CHA)	11	55	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		14	
	Willpower Points (WP)		10	
Sanity Points (SAN)		50		
Breaking Point (BP)		40		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		11
		11
		11
		11
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	20	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)	70	<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)	60	<input type="checkbox"/> Heavy Weapons (0%)	20	<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	60	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	30	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	70
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	40
	<input type="checkbox"/> Bureaucracy (10%)	40	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	40
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):	20	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	40	<input type="checkbox"/>	50
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	40	<input type="checkbox"/>	30
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	20			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	40	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=1

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

THIS IS A WORK OF FICTION

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	40%		1D4				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY
		19. SPECIAL TRAINING
		SKILL OR STAT USED

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL FOUTZ, Alexandra		2. PROFESSION (RANK IF APPLICABLE) Anthropologist		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Riomedina, TX		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 31 (MAR 13)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	12	60	
	Constitution (CON)	15	75	Resistant
	Dexterity (DEX)	10	50	
	Intelligence (INT)	11	55	
	Power (POW)	10	50	
	Charisma (CHA)	14	70	Friendly
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		14	
	Willpower Points (WP)		10	
Sanity Points (SAN)		50		
Breaking Point (BP)		40		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		14
		14
		14
		14
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	30	<input type="checkbox"/> First Aid (10%)	30	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	20	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)	50	<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)	40	<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	60	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	50
	<input type="checkbox"/> Athletics (30%)	50	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	40	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	40
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):	20	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	30	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	40	<input type="checkbox"/>	50
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	60	<input type="checkbox"/>	30
	<input type="checkbox"/> Disguise (10%)	30	<input type="checkbox"/> Pharmacy (0%)	20	<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	20			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	20	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=0

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

THIS IS A WORK OF FICTION

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	40%		1D4-1				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY
		19. SPECIAL TRAINING
		SKILL OR STAT USED

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
-------------------------	---------------------

THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL LUSK, Billy		2. PROFESSION (RANK IF APPLICABLE) Anthropologist		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Mifflintown, PA		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 27 (SEP 17)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	12	60	
	Constitution (CON)	11	55	
	Dexterity (DEX)	14	70	Lithe
	Intelligence (INT)	15	75	Crafty
	Power (POW)	10	50	
	Charisma (CHA)	10	50	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		12	
	Willpower Points (WP)		10	
Sanity Points (SAN)		50		
Breaking Point (BP)		40		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		10
		10
		10
		10
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	50
	<input type="checkbox"/> Alertness (20%)	20	<input type="checkbox"/> Forensics (0%)	20	<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)	50	<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)	20	<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	60	<input type="checkbox"/> Stealth (10%)	30
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	50
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	60	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	40
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	30	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	40	<input type="checkbox"/>	50
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	40	<input type="checkbox"/>	30
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)	20	<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	40			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	40	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=0

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

THIS IS A WORK OF FICTION

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	40%		1D4-1				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY
		19. SPECIAL TRAINING
		SKILL OR STAT USED

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL BELDEN, Tameka		2. PROFESSION (RANK IF APPLICABLE) Anthropologist		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Alburnett, IA		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 40 (JUL 26)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	13	65	Powerful
	Constitution (CON)	14	70	Resilient
	Dexterity (DEX)	8	40	Ungainly
	Intelligence (INT)	10	50	
	Power (POW)	10	50	
	Charisma (CHA)	17	85	Hypnotic
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		14	
	Willpower Points (WP)		10	
Sanity Points (SAN)		50		
Breaking Point (BP)		40		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		17
		17
		17
		17
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	20	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)	50	<input type="checkbox"/> Heavy Machinery (10%)	30	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	80	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	50	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	70
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	60	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	40
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):	20	<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	40	<input type="checkbox"/>	50
	<input type="checkbox"/> Demolitions (0%)	20	<input type="checkbox"/> Persuade (20%)	40	<input type="checkbox"/>	30
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	20			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	40	<input type="checkbox"/> Psychotherapy (10%)	30	<input type="checkbox"/>	

DB=1

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

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	40%		1D4				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY
		19. SPECIAL TRAINING
		SKILL OR STAT USED
Please indicate why this agent was recruited and why the agent agreed to be recruited.		

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL LAROCCA, Jaron		2. PROFESSION (RANK IF APPLICABLE) Anthropologist		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Chepachet, RI		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 41 (APR 17)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	14	70	Muscular
	Constitution (CON)	13	65	Robust
	Dexterity (DEX)	9	45	
	Intelligence (INT)	8	40	Shallow
	Power (POW)	11	55	
	Charisma (CHA)	14	70	Friendly
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		14	
	Willpower Points (WP)		11	
Sanity Points (SAN)		55		
Breaking Point (BP)		44		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		14
		14
		14
		14
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	50
	<input type="checkbox"/> Alertness (20%)	20	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	20
	<input type="checkbox"/> Anthropology (0%)	50	<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)	60	<input type="checkbox"/> Heavy Weapons (0%)	20	<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):	20	<input type="checkbox"/> History (10%)	60	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)	20	<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	40	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	60
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	40	<input type="checkbox"/>	50
	<input type="checkbox"/> Demolitions (0%)	20	<input type="checkbox"/> Persuade (20%)	40	<input type="checkbox"/>	30
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	20			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	40	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=1

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

THIS IS A WORK OF FICTION

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	60%		1D4				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY
		19. SPECIAL TRAINING
		SKILL OR STAT USED

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL CYBULSKI, Wanda		2. PROFESSION (RANK IF APPLICABLE) Anthropologist		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Roy, UT		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 34 (APR 4)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	10	50	
	Constitution (CON)	13	65	Resistant
	Dexterity (DEX)	10	50	
	Intelligence (INT)	17	85	Brilliant
	Power (POW)	14	70	Unflinching
	Charisma (CHA)	8	40	Self conscious
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		12	
	Willpower Points (WP)		14	
Sanity Points (SAN)		70		
Breaking Point (BP)		56		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		8
		8
		8
		8
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	30	<input type="checkbox"/> Ride (10%)	70
	<input type="checkbox"/> Alertness (20%)	20	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)	50	<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	20
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	60	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	50	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	60	<input type="checkbox"/> Melee Weapons (30%)	50	<input type="checkbox"/> Unarmed Combat (40%)	40
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):	20	<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	40	<input type="checkbox"/>	50
	<input type="checkbox"/> Demolitions (0%)	20	<input type="checkbox"/> Persuade (20%)	40	<input type="checkbox"/>	30
	<input type="checkbox"/> Disguise (10%)	30	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	20			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	20	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=0

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

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	40%		1D4-1				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY		
			19. SPECIAL TRAINING	SKILL OR STAT USED
Please indicate why this agent was recruited and why the agent agreed to be recruited.				

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL MALM, Addison		2. PROFESSION (RANK IF APPLICABLE) Anthropologist		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) East Dorset, VT		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 48 (OCT 6)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	12	60	
	Constitution (CON)	11	55	
	Dexterity (DEX)	11	55	
	Intelligence (INT)	13	65	Crafty
	Power (POW)	13	65	Unflinching
	Charisma (CHA)	12	60	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		12	
	Willpower Points (WP)		13	
Sanity Points (SAN)		65		
Breaking Point (BP)		52		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE	
		12	
		12	
		12	
		12	
	12. MOTIVATIONS AND MENTAL DISORDERS		
	13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
	Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	30
	<input type="checkbox"/> Alertness (20%)	20	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)	50	<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	60
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	60	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)	20	<input type="checkbox"/> Swim (20%)	40
	<input type="checkbox"/> Bureaucracy (10%)	40	<input type="checkbox"/> Melee Weapons (30%)	50	<input type="checkbox"/> Unarmed Combat (40%)	40
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):	20	<input type="checkbox"/> Navigate (10%)	50	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	60	<input type="checkbox"/>	50
	<input type="checkbox"/> Demolitions (0%)	20	<input type="checkbox"/> Persuade (20%)	60	<input type="checkbox"/>	30
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	20			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	20	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=0

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

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	40%		1D4-1				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY
		19. SPECIAL TRAINING
		SKILL OR STAT USED

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL KNIFE, Kathleen		2. PROFESSION (RANK IF APPLICABLE) Anthropologist		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Anza, CA		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 25 (MAY 9)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	17	85	Huge
	Constitution (CON)	14	70	Resistant
	Dexterity (DEX)	8	40	Ungainly
	Intelligence (INT)	13	65	Crafty
	Power (POW)	10	50	
	Charisma (CHA)	10	50	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		16	
	Willpower Points (WP)		10	
Sanity Points (SAN)		50		
Breaking Point (BP)		40		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		10
		10
		10
		10
	12. MOTIVATIONS AND MENTAL DISORDERS	
	13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE	
	Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted	

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	30	<input type="checkbox"/> First Aid (10%)	30	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	20	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)	50	<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)	40	<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	60	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	50	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	60	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	40
	<input type="checkbox"/> Computer Science (0%)	20	<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):	20	<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	30	<input type="checkbox"/> Occult (10%)	40	<input type="checkbox"/>	70
	<input type="checkbox"/> Demolitions (0%)	20	<input type="checkbox"/> Persuade (20%)	40	<input type="checkbox"/>	30
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	20			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	20	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=2

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

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	40%		1D4+1				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY
		19. SPECIAL TRAINING
		SKILL OR STAT USED

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL ELDRED, Marlin		2. PROFESSION (RANK IF APPLICABLE) Anthropologist		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Ann Arbor, MI		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 31 (JUN 28)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	14	70	Muscular
	Constitution (CON)	13	65	Perfect health
	Dexterity (DEX)	10	50	
	Intelligence (INT)	8	40	Oblivious
	Power (POW)	17	85	Indomitable
	Charisma (CHA)	10	50	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		14	
	Willpower Points (WP)		17	
Sanity Points (SAN)		85		
Breaking Point (BP)		68		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		10
		10
		10
		10
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	20	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)	50	<input type="checkbox"/> Heavy Machinery (10%)	30	<input type="checkbox"/> Search (20%)	40
	<input type="checkbox"/> Archeology (0%)	20	<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	60	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	70	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	50
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	40	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	60
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):	20	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	40	<input type="checkbox"/>	50
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	60	<input type="checkbox"/>	30
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	50	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	20			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	20	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=1

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

THIS IS A WORK OF FICTION

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	60%		1D4				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY
		19. SPECIAL TRAINING
		SKILL OR STAT USED

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL MOLINO, Lakisha		2. PROFESSION (RANK IF APPLICABLE) Anthropologist		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Phoenix, AZ		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 43 (JUL 25)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	11	55	
	Constitution (CON)	8	40	Frail
	Dexterity (DEX)	8	40	Bulky
	Intelligence (INT)	12	60	
	Power (POW)	12	60	
	Charisma (CHA)	9	45	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		10	
	Willpower Points (WP)		12	
Sanity Points (SAN)		60		
Breaking Point (BP)		48		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		9
		9
		9
		9
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	20	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)	70	<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	60
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	60	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)	20	<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	30
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	60	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	60
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	70	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	40	<input type="checkbox"/>	50
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	60	<input type="checkbox"/>	30
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	50	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	20			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	20	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=0

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

THIS IS A WORK OF FICTION

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	60%		1D4-1				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY
		19. SPECIAL TRAINING
		SKILL OR STAT USED

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL CLEMENS, Julian		2. PROFESSION (RANK IF APPLICABLE) Anthropologist		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Downey, CA		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 36 (NOV 24)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	13	65	Tough
	Constitution (CON)	10	50	
	Dexterity (DEX)	17	85	Razor sharp
	Intelligence (INT)	8	40	Slow
	Power (POW)	10	50	
	Charisma (CHA)	14	70	Likable
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		12	
	Willpower Points (WP)		10	
Sanity Points (SAN)		50		
Breaking Point (BP)		40		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS		SCORE	
			14	
			14	
			14	
			14	
	12. MOTIVATIONS AND MENTAL DISORDERS			
	13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE			
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted				

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	20	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)	70	<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	60
	<input type="checkbox"/> Archeology (0%)	20	<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	60	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	20
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	40	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	60
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):	20	<input type="checkbox"/> Navigate (10%)	50	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	40	<input type="checkbox"/>	50
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	40	<input type="checkbox"/>	30
	<input type="checkbox"/> Disguise (10%)	30	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	20			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	40	<input type="checkbox"/> Psychotherapy (10%)	30	<input type="checkbox"/>	

DB=1

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

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	60%		1D4				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY
		19. SPECIAL TRAINING
		SKILL OR STAT USED

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL RIEHLE, Debra		2. PROFESSION (RANK IF APPLICABLE) Anthropologist		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Hoyt Lakes, MN		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 26 (AUG 2)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	8	40	Puny
	Constitution (CON)	17	85	Tough
	Dexterity (DEX)	10	50	
	Intelligence (INT)	14	70	Astute
	Power (POW)	10	50	
	Charisma (CHA)	13	65	Prepossessing
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		12	
	Willpower Points (WP)		10	
Sanity Points (SAN)		50		
Breaking Point (BP)		40		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		13
		13
		13
		13
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <i>adapted</i> Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <i>adapted</i>		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	50
	<input type="checkbox"/> Alertness (20%)	20	<input type="checkbox"/> Forensics (0%)	20	<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)	50	<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)	20	<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	20
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	80	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	50
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)	20	<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	40	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	40
	<input type="checkbox"/> Computer Science (0%)	20	<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	40	<input type="checkbox"/>	50
	<input type="checkbox"/> Demolitions (0%)	20	<input type="checkbox"/> Persuade (20%)	40	<input type="checkbox"/>	30
	<input type="checkbox"/> Disguise (10%)	30	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	20			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	20	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=-1

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

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	40%		1D4-2				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY
		19. SPECIAL TRAINING
		SKILL OR STAT USED

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL LAMANTIA, Sonny		2. PROFESSION (RANK IF APPLICABLE) Anthropologist		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) El Paso, TX		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 27 (MAY 26)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES	PSYCHOLOGICAL DATA	11. BONDS	SCORE	
	Strength (STR)	12	60				11	
	Constitution (CON)	15	75	Resilient			11	
	Dexterity (DEX)	10	50				11	
	Intelligence (INT)	14	70	Quick witted			11	
	Power (POW)	10	50					
	Charisma (CHA)	11	55					
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT		12. MOTIVATIONS AND MENTAL DISORDERS		
	Hit Points (HP)		14					
	Willpower Points (WP)		10					
Sanity Points (SAN)		50						
Breaking Point (BP)		40						
10. PHYSICAL DESCRIPTION				13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE				
				Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted				

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	20	<input type="checkbox"/> Forensics (0%)	20	<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)	50	<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	60
	<input type="checkbox"/> Archeology (0%)	20	<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):	20	<input type="checkbox"/> History (10%)	60	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	50	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)	20	<input type="checkbox"/> Law (0%)	20	<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	40	<input type="checkbox"/> Melee Weapons (30%)	50	<input type="checkbox"/> Unarmed Combat (40%)	40
	<input type="checkbox"/> Computer Science (0%)	20	<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	40	<input type="checkbox"/>	50
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	40	<input type="checkbox"/>	30
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	20			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	40	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

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

DB=0

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	40%		1D4-1				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY
		19. SPECIAL TRAINING
		SKILL OR STAT USED

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL RAAP, Michelle		2. PROFESSION (RANK IF APPLICABLE) Anthropologist		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Westphalia, MI		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 55 (SEP 25)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES	PSYCHOLOGICAL DATA	11. BONDS	SCORE	
	Strength (STR)	17	85	Musclebound			10	
	Constitution (CON)	13	65	Resilient			10	
	Dexterity (DEX)	17	85	Quick			10	
	Intelligence (INT)	9	45				10	
	Power (POW)	15	75	Strong-willed				
	Charisma (CHA)	10	50					
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT		12. MOTIVATIONS AND MENTAL DISORDERS		
	Hit Points (HP)		15					
	Willpower Points (WP)		15					
Sanity Points (SAN)		75						
Breaking Point (BP)		60						
10. PHYSICAL DESCRIPTION					13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE			
					Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <i>adapted</i> Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <i>adapted</i>			

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	40	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)	50	<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)	40	<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	60	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	30	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	50	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	40	<input type="checkbox"/> Melee Weapons (30%)	50	<input type="checkbox"/> Unarmed Combat (40%)	40
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):	20	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	50	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	30	<input type="checkbox"/> Occult (10%)	60	<input type="checkbox"/>	50
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	40	<input type="checkbox"/>	30
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	40			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	20	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=2

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

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	40%		1D4+1				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY
		19. SPECIAL TRAINING
		SKILL OR STAT USED

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL GELLER, Moses		2. PROFESSION (RANK IF APPLICABLE) Anthropologist		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Berkley, MI		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 28 (MAR 23)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	11	55	
	Constitution (CON)	13	65	Resistant
	Dexterity (DEX)	12	60	
	Intelligence (INT)	16	80	Perceptive
	Power (POW)	14	70	Strong-willed
	Charisma (CHA)	9	45	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		12	
	Willpower Points (WP)		14	
Sanity Points (SAN)		70		
Breaking Point (BP)		56		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		9
		9
		9
		9
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	20	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)	50	<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	20
	<input type="checkbox"/> Art (0%):	20	<input type="checkbox"/> History (10%)	60	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)	20	<input type="checkbox"/> Survival (10%)	50
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	60	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	40
	<input type="checkbox"/> Computer Science (0%)	20	<input type="checkbox"/> Military Science (0%):	20	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):	20	<input type="checkbox"/> Navigate (10%)	50	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	40	<input type="checkbox"/>	50
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	40	<input type="checkbox"/>	30
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	20			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	40	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=0

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

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	40%		1D4-1				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY	
		19. SPECIAL TRAINING	SKILL OR STAT USED
		Please indicate why this agent was recruited and why the agent agreed to be recruited.	

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL GETZ, Tanesha		2. PROFESSION (RANK IF APPLICABLE) Anthropologist		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Reva, SD		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 53 (NOV 16)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES	PSYCHOLOGICAL DATA	11. BONDS	SCORE	
	Strength (STR)	10	50				13	
	Constitution (CON)	8	40	Unfit			13	
	Dexterity (DEX)	14	70	Nimble			13	
	Intelligence (INT)	10	50				13	
	Power (POW)	17	85	Imperturbable				
	Charisma (CHA)	13	65	Affable				
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT		12. MOTIVATIONS AND MENTAL DISORDERS		
	Hit Points (HP)		9					
	Willpower Points (WP)		17					
Sanity Points (SAN)		85						
Breaking Point (BP)		68						
10. PHYSICAL DESCRIPTION				13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE				
				Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted				

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	20	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)	50	<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)	20	<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	60	<input type="checkbox"/> Stealth (10%)	30
			<input type="checkbox"/> HUMINT (10%)	50	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	30
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	60	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	60
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	50	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	30	<input type="checkbox"/> Occult (10%)	60	<input type="checkbox"/>	50
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	40	<input type="checkbox"/>	30
	<input type="checkbox"/> Disguise (10%)	30	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	20			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	20	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=0

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

THIS IS A WORK OF FICTION

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	60%		1D4-1				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY
		19. SPECIAL TRAINING
		SKILL OR STAT USED

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL LITTLE, Ismael		2. PROFESSION (RANK IF APPLICABLE) Anthropologist		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Round Mountain, NV		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 39 (MAR 14)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	10	50	
	Constitution (CON)	17	85	Indefatigable
	Dexterity (DEX)	14	70	Slick
	Intelligence (INT)	13	65	Canny
	Power (POW)	8	40	Pessimistic
	Charisma (CHA)	10	50	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		14	
	Willpower Points (WP)		8	
Sanity Points (SAN)		40		
Breaking Point (BP)		32		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		10
		10
		10
		10
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	50
	<input type="checkbox"/> Alertness (20%)	20	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)	70	<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)	20	<input type="checkbox"/> SIGINT (0%)	20
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	60	<input type="checkbox"/> Stealth (10%)	30
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	50
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	40	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	40
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	40	<input type="checkbox"/>	50
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	40	<input type="checkbox"/>	30
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)	20	<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	50	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	40			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	20	<input type="checkbox"/> Psychotherapy (10%)	30	<input type="checkbox"/>	

DB=0

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

THIS IS A WORK OF FICTION

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	40%		1D4-1				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY		
		19. SPECIAL TRAINING	SKILL OR STAT USED	
Please indicate why this agent was recruited and why the agent agreed to be recruited.				

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL JAQUEZ, Alexa		2. PROFESSION (RANK IF APPLICABLE) Anthropologist		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Onawa, IA		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 48 (AUG 7)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	12	60	
	Constitution (CON)	13	65	Robust
	Dexterity (DEX)	11	55	
	Intelligence (INT)	13	65	Quick witted
	Power (POW)	11	55	
	Charisma (CHA)	12	60	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		12	
	Willpower Points (WP)		11	
Sanity Points (SAN)		55		
Breaking Point (BP)		44		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		12
		12
		12
		12
	12. MOTIVATIONS AND MENTAL DISORDERS	
	13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE	
	Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted	

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	70
	<input type="checkbox"/> Alertness (20%)	20	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)	50	<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)	20	<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):	20	<input type="checkbox"/> History (10%)	60	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	70	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	40
	<input type="checkbox"/> Bureaucracy (10%)	40	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	40
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	30	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	40	<input type="checkbox"/>	50
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	60	<input type="checkbox"/>	30
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	20			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	20	<input type="checkbox"/> Psychotherapy (10%)	30	<input type="checkbox"/>	

DB=0

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

THIS IS A WORK OF FICTION

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	40%		1D4-1				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL MEISSNER, Andy		2. PROFESSION (RANK IF APPLICABLE) Anthropologist		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) New Port Richey, FL		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 42 (JUN 16)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	11	55	
	Constitution (CON)	12	60	
	Dexterity (DEX)	13	65	Agile
	Intelligence (INT)	13	65	Sharp
	Power (POW)	11	55	
	Charisma (CHA)	12	60	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		12	
	Willpower Points (WP)		11	
Sanity Points (SAN)		55		
Breaking Point (BP)		44		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		12
		12
		12
		12
	12. MOTIVATIONS AND MENTAL DISORDERS	
	13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE	
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	50
	<input type="checkbox"/> Alertness (20%)	20	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	20
	<input type="checkbox"/> Anthropology (0%)	50	<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	60
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	80	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)	20	<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	40	<input type="checkbox"/> Melee Weapons (30%)	50	<input type="checkbox"/> Unarmed Combat (40%)	40
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):	20	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	40	<input type="checkbox"/>	50
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	40	<input type="checkbox"/>	30
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)	20	<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	50	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	40			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	20	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=0

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

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	40%		1D4-1				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY
		19. SPECIAL TRAINING
		SKILL OR STAT USED

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL LLANOS, Antoinette		2. PROFESSION (RANK IF APPLICABLE) Anthropologist		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Wellston, MI		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 26 (JAN 25)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	11	55	
	Constitution (CON)	13	65	Fit
	Dexterity (DEX)	11	55	
	Intelligence (INT)	12	60	
	Power (POW)	12	60	
	Charisma (CHA)	13	65	Approachable
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		12	
	Willpower Points (WP)		12	
Sanity Points (SAN)		60		
Breaking Point (BP)		48		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		13
		13
		13
		13
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	20	<input type="checkbox"/> Forensics (0%)	20	<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)	50	<input type="checkbox"/> Heavy Machinery (10%)	30	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)	40	<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):	20	<input type="checkbox"/> History (10%)	60	<input type="checkbox"/> Stealth (10%)	30
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	50	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	40	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	40
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	50	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	40	<input type="checkbox"/>	70
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	40	<input type="checkbox"/>	30
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	50	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	20			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	40	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=0

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

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	40%		1D4-1				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY
		19. SPECIAL TRAINING
		SKILL OR STAT USED

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL HANLEY, Randolph		2. PROFESSION (RANK IF APPLICABLE) Anthropologist		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Elmrock, KY		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 35 (JUN 17)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	12	60	
	Constitution (CON)	11	55	
	Dexterity (DEX)	12	60	
	Intelligence (INT)	11	55	
	Power (POW)	13	65	Forbearing
	Charisma (CHA)	13	65	Affable
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		12	
	Willpower Points (WP)		13	
Sanity Points (SAN)		65		
Breaking Point (BP)		52		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		13
		13
		13
		13
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	20	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)	50	<input type="checkbox"/> Heavy Machinery (10%)	30	<input type="checkbox"/> Search (20%)	80
	<input type="checkbox"/> Archeology (0%)	40	<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	60	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)	20	<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	30
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)	20	<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	40	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	40
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	40	<input type="checkbox"/>	50
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	40	<input type="checkbox"/>	30
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	50	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	40			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	20	<input type="checkbox"/> Psychotherapy (10%)	30	<input type="checkbox"/>	

DB=0

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

THIS IS A WORK OF FICTION

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	40%		1D4-1				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY
		19. SPECIAL TRAINING
		SKILL OR STAT USED

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL CHALK, Tiffany		2. PROFESSION (RANK IF APPLICABLE) Anthropologist		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Cortland, NE		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 36 (APR 10)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	14	70	Tough
	Constitution (CON)	15	75	Perfect health
	Dexterity (DEX)	10	50	
	Intelligence (INT)	11	55	
	Power (POW)	12	60	
	Charisma (CHA)	10	50	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		14	
	Willpower Points (WP)		12	
Sanity Points (SAN)		60		
Breaking Point (BP)		48		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		10
		10
		10
		10
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	30	<input type="checkbox"/> Ride (10%)	30
	<input type="checkbox"/> Alertness (20%)	20	<input type="checkbox"/> Forensics (0%)	20	<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)	50	<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)	40	<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	60	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	60	<input type="checkbox"/> Melee Weapons (30%)	50	<input type="checkbox"/> Unarmed Combat (40%)	40
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):	20	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	50	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	40	<input type="checkbox"/>	50
	<input type="checkbox"/> Demolitions (0%)	20	<input type="checkbox"/> Persuade (20%)	40	<input type="checkbox"/>	30
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	20			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	20	<input type="checkbox"/> Psychotherapy (10%)	30	<input type="checkbox"/>	

DB=1

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

THIS IS A WORK OF FICTION

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	40%		1D4				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY
		19. SPECIAL TRAINING
		SKILL OR STAT USED

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL HINSHAW, Terence		2. PROFESSION (RANK IF APPLICABLE) Anthropologist		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Shoshoni, WY		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 43 (NOV 28)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	8	40	Puny
	Constitution (CON)	13	65	Resilient
	Dexterity (DEX)	10	50	
	Intelligence (INT)	10	50	
	Power (POW)	17	85	Imperturbable
	Charisma (CHA)	14	70	Outgoing
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		10	
	Willpower Points (WP)		17	
Sanity Points (SAN)		85		
Breaking Point (BP)		68		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		14
		14
		14
		14
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <i>adapted</i> Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <i>adapted</i>		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	30	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	40	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)	50	<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)	40	<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	60	<input type="checkbox"/> Stealth (10%)	30
			<input type="checkbox"/> HUMINT (10%)	50	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)	20	<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	40
	<input type="checkbox"/> Bureaucracy (10%)	60	<input type="checkbox"/> Melee Weapons (30%)	50	<input type="checkbox"/> Unarmed Combat (40%)	40
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	40	<input type="checkbox"/>	50
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	40	<input type="checkbox"/>	30
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	40			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	20	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=-1

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

THIS IS A WORK OF FICTION

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	40%		1D4-2				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY		
			19. SPECIAL TRAINING	SKILL OR STAT USED
Please indicate why this agent was recruited and why the agent agreed to be recruited.				

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL DEMELLO, Sophie		2. PROFESSION (RANK IF APPLICABLE) Anthropologist		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Arenzville, IL		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 36 (APR 5)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	11	55	
	Constitution (CON)	12	60	
	Dexterity (DEX)	13	65	Lithe
	Intelligence (INT)	12	60	
	Power (POW)	11	55	
	Charisma (CHA)	13	65	Outgoing
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		12	
	Willpower Points (WP)		11	
Sanity Points (SAN)		55		
Breaking Point (BP)		44		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		13
		13
		13
		13
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	20	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)	50	<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	20
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	80	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	50	<input type="checkbox"/> Surgery (0%)	20
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	50
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	40	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	40
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):	20	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	30	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	30	<input type="checkbox"/> Occult (10%)	40	<input type="checkbox"/>	50
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	40	<input type="checkbox"/>	30
	<input type="checkbox"/> Disguise (10%)	30	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	50	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	20			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	20	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=0

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

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	40%		1D4-1				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY
		19. SPECIAL TRAINING
		SKILL OR STAT USED

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL COMBEST, Rodolfo		2. PROFESSION (RANK IF APPLICABLE) Anthropologist		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Salesville, OH		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 50 (JAN 18)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	10	50	
	Constitution (CON)	10	50	
	Dexterity (DEX)	14	70	Quick footed
	Intelligence (INT)	8	40	Oblivious
	Power (POW)	17	85	Imperturbable
	Charisma (CHA)	13	65	Affable
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		10	
	Willpower Points (WP)		17	
Sanity Points (SAN)		85		
Breaking Point (BP)		68		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		13
		13
		13
		13
	12. MOTIVATIONS AND MENTAL DISORDERS	
	13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE	
	Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted	

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	30	<input type="checkbox"/> Ride (10%)	50
	<input type="checkbox"/> Alertness (20%)	20	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)	50	<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	60
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	20
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	60	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)	20	<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	40
	<input type="checkbox"/> Bureaucracy (10%)	40	<input type="checkbox"/> Melee Weapons (30%)	50	<input type="checkbox"/> Unarmed Combat (40%)	40
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	60	<input type="checkbox"/>	50
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	40	<input type="checkbox"/>	30
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	40			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	40	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=0

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

THIS IS A WORK OF FICTION

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	40%		1D4-1				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY
		19. SPECIAL TRAINING
		SKILL OR STAT USED

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL RICCA, Cherelle		2. PROFESSION (RANK IF APPLICABLE) Anthropologist		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Clarksville, NY		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 27 (DEC 12)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	12	60	
	Constitution (CON)	13	65	Resistant
	Dexterity (DEX)	12	60	
	Intelligence (INT)	13	65	Crafty
	Power (POW)	11	55	
	Charisma (CHA)	11	55	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		12	
	Willpower Points (WP)		11	
Sanity Points (SAN)		55		
Breaking Point (BP)		44		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		11
		11
		11
		11
	12. MOTIVATIONS AND MENTAL DISORDERS	
	13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE	
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	20	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)	50	<input type="checkbox"/> Heavy Machinery (10%)	30	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)	60	<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	60	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	50	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	50	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	40
	<input type="checkbox"/> Bureaucracy (10%)	40	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	40
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	30	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	60	<input type="checkbox"/>	70
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	40	<input type="checkbox"/>	30
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	50	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	20			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	20	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=0

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

THIS IS A WORK OF FICTION

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	40%		1D4-1				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY		
		19. SPECIAL TRAINING	SKILL OR STAT USED	
Please indicate why this agent was recruited and why the agent agreed to be recruited.				

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL VU, Ronny		2. PROFESSION (RANK IF APPLICABLE) Anthropologist		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Oklahoma City, OK		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 34 (FEB 9)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	11	55	
	Constitution (CON)	12	60	
	Dexterity (DEX)	13	65	Nimble
	Intelligence (INT)	13	65	Astute
	Power (POW)	11	55	
	Charisma (CHA)	12	60	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		12	
	Willpower Points (WP)		11	
Sanity Points (SAN)		55		
Breaking Point (BP)		44		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		12
		12
		12
		12
	12. MOTIVATIONS AND MENTAL DISORDERS	
	13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE	
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	30	<input type="checkbox"/> First Aid (10%)	30	<input type="checkbox"/> Ride (10%)	50
	<input type="checkbox"/> Alertness (20%)	20	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)	50	<input type="checkbox"/> Heavy Machinery (10%)	30	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	60	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	50	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	40	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	60
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	60	<input type="checkbox"/>	50
	<input type="checkbox"/> Demolitions (0%)	20	<input type="checkbox"/> Persuade (20%)	60	<input type="checkbox"/>	30
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	40			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	20	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=0

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

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	60%		1D4-1				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY	
		19. SPECIAL TRAINING	SKILL OR STAT USED
		Please indicate why this agent was recruited and why the agent agreed to be recruited.	

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL VACCA, Janie		2. PROFESSION (RANK IF APPLICABLE) Business Executive		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Ovid, MI		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 38 (DEC 13)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	14	70	Tough
	Constitution (CON)	13	65	Robust
	Dexterity (DEX)	17	85	Acrobatic
	Intelligence (INT)	10	50	
	Power (POW)	8	40	Nervous
	Charisma (CHA)	10	50	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		14	
	Willpower Points (WP)		8	
Sanity Points (SAN)		40		
Breaking Point (BP)		32		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		10
		10
		10
		10
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	50	<input type="checkbox"/> First Aid (10%)	30	<input type="checkbox"/> Ride (10%)	30
	<input type="checkbox"/> Alertness (20%)	20	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	30	<input type="checkbox"/> Search (20%)	40
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	40	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)	50	<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	50	<input type="checkbox"/> Melee Weapons (30%)	50	<input type="checkbox"/> Unarmed Combat (40%)	40
	<input type="checkbox"/> Computer Science (0%)	50	<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	60	<input type="checkbox"/> Occult (10%)	30	<input type="checkbox"/>	50
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	60	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)	20	<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	40			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	20	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=1

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

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	40%		1D4				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY	
		19. SPECIAL TRAINING	SKILL OR STAT USED
		Please indicate why this agent was recruited and why the agent agreed to be recruited.	

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL RYMER, Mackenzie		2. PROFESSION (RANK IF APPLICABLE) Business Executive		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Slaterville Spri, NY		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 43 (MAR 27)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	13	65	Sturdy
	Constitution (CON)	12	60	
	Dexterity (DEX)	12	60	
	Intelligence (INT)	11	55	
	Power (POW)	13	65	Strong-willed
	Charisma (CHA)	11	55	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		12	
	Willpower Points (WP)		13	
Sanity Points (SAN)		65		
Breaking Point (BP)		52		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		11
		11
		11
		11
	12. MOTIVATIONS AND MENTAL DISORDERS	
	13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE	
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	70	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	20	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)	20	<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)	20	<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	40	<input type="checkbox"/> Surgery (0%)	20
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)	50	<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	50	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	50	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	40
	<input type="checkbox"/> Computer Science (0%)	50	<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	30	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	60	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	20
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	60	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)	50	<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	20			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	20	<input type="checkbox"/> Psychotherapy (10%)	30	<input type="checkbox"/>	

DB=1

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

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	40%		1D4				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY
		19. SPECIAL TRAINING
		SKILL OR STAT USED
Please indicate why this agent was recruited and why the agent agreed to be recruited.		

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL WINTER, Rena		2. PROFESSION (RANK IF APPLICABLE) Business Executive		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Waterbury, CT		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 54 (JAN 27)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	14	70	Tough
	Constitution (CON)	13	65	Fit
	Dexterity (DEX)	10	50	
	Intelligence (INT)	8	40	Obtuse
	Power (POW)	17	85	Indomitable
	Charisma (CHA)	10	50	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		14	
	Willpower Points (WP)		17	
Sanity Points (SAN)		85		
Breaking Point (BP)		68		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		10
		10
		10
		10
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	50	<input type="checkbox"/> First Aid (10%)	30	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	20	<input type="checkbox"/> Forensics (0%)	20	<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)	20	<input type="checkbox"/> Heavy Machinery (10%)	30	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	20
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	60	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)	50	<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)	20	<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	50	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	40
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	60	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	50
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	60	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)	50	<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	40			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	20	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=1

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

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	40%		1D4				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY
		19. SPECIAL TRAINING
		SKILL OR STAT USED

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL RANGER, Tory		2. PROFESSION (RANK IF APPLICABLE) Business Executive		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Strange Creek, WV		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 45 (APR 21)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	13	65	Sturdy
	Constitution (CON)	12	60	
	Dexterity (DEX)	11	55	
	Intelligence (INT)	13	65	Canny
	Power (POW)	11	55	
	Charisma (CHA)	12	60	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		12	
	Willpower Points (WP)		11	
Sanity Points (SAN)		55		
Breaking Point (BP)		44		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		12
		12
		12
		12
	12. MOTIVATIONS AND MENTAL DISORDERS	
	13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE	
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	50	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	20	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)	20	<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	30
			<input type="checkbox"/> HUMINT (10%)	40	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)	50	<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	50	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	40
	<input type="checkbox"/> Computer Science (0%)	50	<input type="checkbox"/> Military Science (0%):	20	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):	20	<input type="checkbox"/> Navigate (10%)	30	Foreign Languages and Other Skills:	
			<input type="checkbox"/> Occult (10%)	30	<input type="checkbox"/>	
	<input type="checkbox"/> Criminology (10%)	60	<input type="checkbox"/> Persuade (20%)	60	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Pharmacy (0%)	70	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30			<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	20			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	20	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=1

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

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	40%		1D4				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY
		19. SPECIAL TRAINING
		SKILL OR STAT USED

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL MONE, Dora		2. PROFESSION (RANK IF APPLICABLE) Business Executive		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Osawatomie, KS		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 55 (FEB 10)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES	PSYCHOLOGICAL DATA	11. BONDS	SCORE	
	Strength (STR)	14	70	Sturdy			10	
	Constitution (CON)	13	65	Perfect health			10	
	Dexterity (DEX)	17	85	Acrobatic			10	
	Intelligence (INT)	10	50				10	
	Power (POW)	8	40	Gloomy				
	Charisma (CHA)	10	50					
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT		12. MOTIVATIONS AND MENTAL DISORDERS		
	Hit Points (HP)		14					
	Willpower Points (WP)		8					
Sanity Points (SAN)		40						
Breaking Point (BP)		32						
10. PHYSICAL DESCRIPTION				13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE				
				Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <i>adapted</i> Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <i>adapted</i>				

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	50	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	20	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)	20	<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	60	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)	50	<input type="checkbox"/> Survival (10%)	30
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)	20	<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	70	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	60
	<input type="checkbox"/> Computer Science (0%)	50	<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	30	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	60	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	60	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)	50	<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	50	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	20			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	20	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=1

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

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	60%		1D4				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY
		19. SPECIAL TRAINING
		SKILL OR STAT USED

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL GRONER, Gerald		2. PROFESSION (RANK IF APPLICABLE) Business Executive		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Hubbardton, VT		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 39 (JUN 12)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	13	65	Tough
	Constitution (CON)	16	80	Robust
	Dexterity (DEX)	9	45	
	Intelligence (INT)	14	70	Crafty
	Power (POW)	11	55	
	Charisma (CHA)	13	65	Outgoing
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		14	
	Willpower Points (WP)		11	
Sanity Points (SAN)		55		
Breaking Point (BP)		44		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		13
		13
		13
		13
	12. MOTIVATIONS AND MENTAL DISORDERS	
	13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE	
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	50	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	20	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)	20	<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	30
			<input type="checkbox"/> HUMINT (10%)	40	<input type="checkbox"/> Surgery (0%)	20
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	30
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	50	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	60
	<input type="checkbox"/> Computer Science (0%)	50	<input type="checkbox"/> Military Science (0%):	20	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	30	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	60	<input type="checkbox"/> Occult (10%)	30	<input type="checkbox"/>	50
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	60	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)	50	<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	20			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	20	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=1

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

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	60%		1D4				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY
		19. SPECIAL TRAINING
		SKILL OR STAT USED

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL DILLE, Latrice		2. PROFESSION (RANK IF APPLICABLE) Business Executive		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Tukwila, WA		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 45 (AUG 7)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES	PSYCHOLOGICAL DATA	11. BONDS	SCORE	
	Strength (STR)	10	50				11	
	Constitution (CON)	12	60				11	
	Dexterity (DEX)	14	70	Agile			11	
	Intelligence (INT)	15	75	Sharp			11	
	Power (POW)	10	50					
	Charisma (CHA)	11	55					
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT		12. MOTIVATIONS AND MENTAL DISORDERS		
	Hit Points (HP)		11					
	Willpower Points (WP)		10					
Sanity Points (SAN)		50						
Breaking Point (BP)		40						
10. PHYSICAL DESCRIPTION				13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE				
				Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <i>adapted</i> Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <i>adapted</i>				

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	70	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	40	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	20
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	40	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)	50	<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	50	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	40
	<input type="checkbox"/> Bureaucracy (10%)	50	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	60
	<input type="checkbox"/> Computer Science (0%)	50	<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	60	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	50
	<input type="checkbox"/> Demolitions (0%)	20	<input type="checkbox"/> Persuade (20%)	60	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):	20	<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	20			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	20	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

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

DB=0

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	60%		1D4-1				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY
		19. SPECIAL TRAINING
		SKILL OR STAT USED

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL MALIK, Alexandro		2. PROFESSION (RANK IF APPLICABLE) Business Executive		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Nampa, ID		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 38 (DEC 24)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	12	60	
	Constitution (CON)	11	55	
	Dexterity (DEX)	10	50	
	Intelligence (INT)	15	75	Perceptive
	Power (POW)	14	70	Stoic
	Charisma (CHA)	10	50	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		12	
	Willpower Points (WP)		14	
Sanity Points (SAN)		70		
Breaking Point (BP)		56		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		10
		10
		10
		10
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	50	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	20	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	20
	<input type="checkbox"/> Anthropology (0%)	20	<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	40	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)	50	<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	40
	<input type="checkbox"/> Bureaucracy (10%)	50	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	40
	<input type="checkbox"/> Computer Science (0%)	70	<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	30	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	60	<input type="checkbox"/> Occult (10%)	30	<input type="checkbox"/>	50
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	80	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)	20	<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	20			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	20	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=0

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

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	40%		1D4-1				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY		
			19. SPECIAL TRAINING	SKILL OR STAT USED
Please indicate why this agent was recruited and why the agent agreed to be recruited.				

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL LITTERAL, Dena		2. PROFESSION (RANK IF APPLICABLE) Business Executive		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Oakwood, IL		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 32 (APR 24)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	10	50	
	Constitution (CON)	14	70	Fit
	Dexterity (DEX)	10	50	
	Intelligence (INT)	15	75	Cunning
	Power (POW)	12	60	
	Charisma (CHA)	11	55	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		12	
	Willpower Points (WP)		12	
Sanity Points (SAN)		60		
Breaking Point (BP)		48		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		11
		11
		11
		11
	12. MOTIVATIONS AND MENTAL DISORDERS	
	13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE	
	Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted	

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	50	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	20	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	40	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)	50	<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)	20	<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	70	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	40
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):	20	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	60	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	50
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	80	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)	70	<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	50	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	40			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	40	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=0

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

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	40%		1D4-1				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY	
		19. SPECIAL TRAINING	SKILL OR STAT USED

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL GARDEA, Glen		2. PROFESSION (RANK IF APPLICABLE) Business Executive		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Arminto, WY		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 31 (SEP 15)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	15	75	Sturdy
	Constitution (CON)	10	50	
	Dexterity (DEX)	11	55	
	Intelligence (INT)	12	60	
	Power (POW)	14	70	Stoic
	Charisma (CHA)	10	50	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		12	
	Willpower Points (WP)		14	
Sanity Points (SAN)		70		
Breaking Point (BP)		56		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		10
		10
		10
		10
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	70	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	30
	<input type="checkbox"/> Alertness (20%)	20	<input type="checkbox"/> Forensics (0%)	20	<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)	20	<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	40	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)	70	<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	50	<input type="checkbox"/> Melee Weapons (30%)	50	<input type="checkbox"/> Unarmed Combat (40%)	40
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	60	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	50
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	80	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)	50	<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	20			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	40	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=1

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

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	40%		1D4				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY		
		19. SPECIAL TRAINING	SKILL OR STAT USED	
Please indicate why this agent was recruited and why the agent agreed to be recruited.				

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL BOLOGNA, Breanna		2. PROFESSION (RANK IF APPLICABLE) Computer Scientist		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) New Ringgold, PA		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 55 (JUN 15)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	12	60	
	Constitution (CON)	14	70	Perfect health
	Dexterity (DEX)	11	55	
	Intelligence (INT)	10	50	
	Power (POW)	10	50	
	Charisma (CHA)	15	75	Approachable
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		13	
	Willpower Points (WP)		10	
Sanity Points (SAN)		50		
Breaking Point (BP)		40		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		15
		15
		15
12. MOTIVATIONS AND MENTAL DISORDERS		
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	50	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	20	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (10%)	60
	<input type="checkbox"/> Anthropology (0%)	20	<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)	20	<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	40
	<input type="checkbox"/> Art (0%):	20	<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	30
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	30	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	40
	<input type="checkbox"/> Computer Science (0%)	60	<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Electrician	30	<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Electrician	30	<input type="checkbox"/> Occult (10%)	10		40
	<input type="checkbox"/> Mechanic	40	<input type="checkbox"/> Persuade (20%)	20		
	<input type="checkbox"/> Microelectronics	40	<input type="checkbox"/> Pharmacy (0%)			
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Pilot (0%):			
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Psychotherapy (10%)	10		
	<input type="checkbox"/> Disguise (10%)	30				
	<input type="checkbox"/> Dodge (30%)	30				
	<input type="checkbox"/> Drive (20%)	40				
	<input type="checkbox"/> Firearms (20%)	20				

DB=0

THIS IS A WORK OF FICTION

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

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	40%		1D4-1				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY	
		19. SPECIAL TRAINING	SKILL OR STAT USED
		Please indicate why this agent was recruited and why the agent agreed to be recruited.	

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL DETRICK, Jerney		2. PROFESSION (RANK IF APPLICABLE) Computer Scientist		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Upperville, VA		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 42 (MAR 6)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	10	50	
	Constitution (CON)	10	50	
	Dexterity (DEX)	15	75	Agile
	Intelligence (INT)	11	55	
	Power (POW)	12	60	
	Charisma (CHA)	14	70	Approachable
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		10	
	Willpower Points (WP)		12	
Sanity Points (SAN)		60		
Breaking Point (BP)		48		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		14
		14
		14
	12. MOTIVATIONS AND MENTAL DISORDERS	
	13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE	
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	30	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	40	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (10%)	40
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	50	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	40
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	30	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	30	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	50	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	50	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	40
	<input type="checkbox"/> Computer Science (0%)	60	<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Electrician	30	<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Electronics	30	<input type="checkbox"/> Occult (10%)	30	<input type="checkbox"/>	40
	<input type="checkbox"/> Mechanic	40	<input type="checkbox"/> Persuade (20%)	20	<input type="checkbox"/>	
	<input type="checkbox"/> Microelectronics	40	<input type="checkbox"/> Pharmacy (0%)	20	<input type="checkbox"/>	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Pilot (0%):	20	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10				
	<input type="checkbox"/> Dodge (30%)	30				
	<input type="checkbox"/> Drive (20%)	20				
	<input type="checkbox"/> Firearms (20%)	20				

DB=0

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

THIS IS A WORK OF FICTION

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	40%		1D4-1				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY
		19. SPECIAL TRAINING
		SKILL OR STAT USED
Please indicate why this agent was recruited and why the agent agreed to be recruited.		

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL SLAPE, Deborah		2. PROFESSION (RANK IF APPLICABLE) Computer Scientist		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Saint Martinville, LA		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 29 (FEB 18)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	10	50	
	Constitution (CON)	10	50	
	Dexterity (DEX)	14	70	Nimble
	Intelligence (INT)	12	60	
	Power (POW)	11	55	
	Charisma (CHA)	15	75	Prepossessing
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		10	
	Willpower Points (WP)		11	
Sanity Points (SAN)		55		
Breaking Point (BP)		44		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		15
		15
		15
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	30
	<input type="checkbox"/> Alertness (20%)	20	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (10%)	40
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	50	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	40
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	30	<input type="checkbox"/> Stealth (10%)	30
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	30
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	50	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	60
	<input type="checkbox"/> Computer Science (0%)	60	<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Electrician (10%)	50	<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Electrician (10%)	30	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Mechanic (10%)	40	<input type="checkbox"/> Persuade (20%)	20	<input type="checkbox"/>	
	<input type="checkbox"/> Microelectronics (10%)	40	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10				
	<input type="checkbox"/> Dodge (30%)	50				
	<input type="checkbox"/> Drive (20%)	40				
	<input type="checkbox"/> Firearms (20%)	20				

DB=0

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

THIS IS A WORK OF FICTION

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	60%		1D4-1				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY
		19. SPECIAL TRAINING
		SKILL OR STAT USED

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL KETTER, Lee		2. PROFESSION (RANK IF APPLICABLE) Computer Scientist		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Falconer, NY		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 53 (AUG 26)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	11	55	
	Constitution (CON)	13	65	Resistant
	Dexterity (DEX)	11	55	
	Intelligence (INT)	13	65	Quick witted
	Power (POW)	12	60	
	Charisma (CHA)	12	60	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		12	
	Willpower Points (WP)		12	
Sanity Points (SAN)		60		
Breaking Point (BP)		48		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		12
		12
		12
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	30
	<input type="checkbox"/> Alertness (20%)	20	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (10%) Mathematics	40
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	50	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	60
	<input type="checkbox"/> Art (0%):	20	<input type="checkbox"/> History (10%)	30	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	30	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)	40	<input type="checkbox"/> Survival (10%)	30
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	50	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	40
	<input type="checkbox"/> Computer Science (0%)	60	<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Electrician	30	<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Electrician	30	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Mechanic	40	<input type="checkbox"/> Persuade (20%)	20	<input type="checkbox"/>	
	<input type="checkbox"/> Microelectronics	40	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)	20	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	30				
	<input type="checkbox"/> Dodge (30%)	30				
	<input type="checkbox"/> Drive (20%)	20				
	<input type="checkbox"/> Firearms (20%)	20				

DB=0

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

THIS IS A WORK OF FICTION

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	40%		1D4-1				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY	
		19. SPECIAL TRAINING	SKILL OR STAT USED

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL DOSSETT, Kourtney		2. PROFESSION (RANK IF APPLICABLE) Computer Scientist		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Monroe, WA		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 38 (FEB 22)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	10	50	
	Constitution (CON)	17	85	Indefatigable
	Dexterity (DEX)	10	50	
	Intelligence (INT)	14	70	Sharp
	Power (POW)	13	65	Forbearing
	Charisma (CHA)	8	40	Silent
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		14	
	Willpower Points (WP)		13	
Sanity Points (SAN)		65		
Breaking Point (BP)		52		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE	
		8	
		8	
		8	
	12. MOTIVATIONS AND MENTAL DISORDERS		
	13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted			

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	70	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	30
	<input type="checkbox"/> Alertness (20%)	40	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (10%) Mathematics	40
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	30	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	40
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)	20	<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	50	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	60
	<input type="checkbox"/> Computer Science (0%)	60	<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Electrician	30	<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Electrician	30	<input type="checkbox"/> Occult (10%)	10		60
	<input type="checkbox"/> Mechanic	40	<input type="checkbox"/> Persuade (20%)	20		
	<input type="checkbox"/> Microelectronics	40	<input type="checkbox"/> Pharmacy (0%)	20		
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Pilot (0%):			
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Psychotherapy (10%)	10		
	<input type="checkbox"/> Disguise (10%)	10				
	<input type="checkbox"/> Dodge (30%)	30				
	<input type="checkbox"/> Drive (20%)	20				
	<input type="checkbox"/> Firearms (20%)	20				

DB=0

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

THIS IS A WORK OF FICTION

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	60%		1D4-1				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY
		19. SPECIAL TRAINING
		SKILL OR STAT USED

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL BOROWSKI, Ivan		2. PROFESSION (RANK IF APPLICABLE) Computer Scientist		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Lake Hiawatha, NJ		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 45 (JUN 10)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	14	70	Powerful
	Constitution (CON)	11	55	
	Dexterity (DEX)	15	75	Lithe
	Intelligence (INT)	10	50	
	Power (POW)	12	60	
	Charisma (CHA)	10	50	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		12	
	Willpower Points (WP)		12	
Sanity Points (SAN)		60		
Breaking Point (BP)		48		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE	
		10	
		10	
		10	
	12. MOTIVATIONS AND MENTAL DISORDERS		
	13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted			

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	50	<input type="checkbox"/> First Aid (10%)	30	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	20	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (10%) Mathematics	60
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	50	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	40
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	30	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)	60	<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	40
	<input type="checkbox"/> Bureaucracy (10%)	50	<input type="checkbox"/> Melee Weapons (30%)	50	<input type="checkbox"/> Unarmed Combat (40%)	40
	<input type="checkbox"/> Computer Science (0%)	60	<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Electrician	30	<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Electrician	30	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Mechanic	40	<input type="checkbox"/> Persuade (20%)	20	<input type="checkbox"/>	
	<input type="checkbox"/> Microelectronics	40	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	30				
	<input type="checkbox"/> Dodge (30%)	30				
	<input type="checkbox"/> Drive (20%)	20				
	<input type="checkbox"/> Firearms (20%)	40				

DB=1

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

THIS IS A WORK OF FICTION

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	40%		1D4				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY	
		19. SPECIAL TRAINING	SKILL OR STAT USED
		Please indicate why this agent was recruited and why the agent agreed to be recruited.	

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL HORD, Silvia		2. PROFESSION (RANK IF APPLICABLE) Computer Scientist		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Leander, KY		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 36 (MAY 8)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	10	50	
	Constitution (CON)	10	50	
	Dexterity (DEX)	8	40	Awkward
	Intelligence (INT)	17	85	Genius
	Power (POW)	13	65	Forbearing
	Charisma (CHA)	14	70	Likable
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		10	
	Willpower Points (WP)		13	
Sanity Points (SAN)		65		
Breaking Point (BP)		52		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		14
		14
		14
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	20	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (10%)	40
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	50	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	60
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	20
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	70	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	40
	<input type="checkbox"/> Computer Science (0%)	60	<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Electrician	30	<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Electronics	30	<input type="checkbox"/> Occult (10%)	30	<input type="checkbox"/>	20
	<input type="checkbox"/> Mechanic	40	<input type="checkbox"/> Persuade (20%)	20	<input type="checkbox"/>	
	<input type="checkbox"/> Microelectronics	40	<input type="checkbox"/> Pharmacy (0%)	20	<input type="checkbox"/>	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	30				
	<input type="checkbox"/> Dodge (30%)	30				
	<input type="checkbox"/> Drive (20%)	20				
	<input type="checkbox"/> Firearms (20%)	40				

DB=0

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

THIS IS A WORK OF FICTION

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	40%		1D4-1				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY	
		19. SPECIAL TRAINING	SKILL OR STAT USED
		Please indicate why this agent was recruited and why the agent agreed to be recruited.	

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL DONATI, Emanuel		2. PROFESSION (RANK IF APPLICABLE) Computer Scientist		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Falmouth, IN		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 43 (NOV 10)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	12	60	
	Constitution (CON)	11	55	
	Dexterity (DEX)	13	65	Quick footed
	Intelligence (INT)	12	60	
	Power (POW)	13	65	Forbearing
	Charisma (CHA)	11	55	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		12	
	Willpower Points (WP)		13	
Sanity Points (SAN)		65		
Breaking Point (BP)		52		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE	
		11	
		11	
		11	
	12. MOTIVATIONS AND MENTAL DISORDERS		
	13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted			

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	50	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	30
	<input type="checkbox"/> Alertness (20%)	20	<input type="checkbox"/> Forensics (0%)	20	<input type="checkbox"/> Science (10%)	60
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	50	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	40
	<input type="checkbox"/> Art (0%):	20	<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	30
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	20
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)	40	<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	50	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	40
	<input type="checkbox"/> Computer Science (0%)	60	<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Electrician	30	<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Electrician	30	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Mechanic	30	<input type="checkbox"/> Persuade (20%)	20	<input type="checkbox"/>	
	<input type="checkbox"/> Microelectronics	40	<input type="checkbox"/> Pharmacy (0%)	20	<input type="checkbox"/>	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Pilot (0%):	20	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10			<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30			<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	20			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	20			<input type="checkbox"/>	

DB=0

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

THIS IS A WORK OF FICTION

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	40%		1D4-1				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY	
		19. SPECIAL TRAINING	SKILL OR STAT USED
		Please indicate why this agent was recruited and why the agent agreed to be recruited.	

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL PEREIRA, Suzanne		2. PROFESSION (RANK IF APPLICABLE) Computer Scientist		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) San Carlos, CA		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 34 (MAR 16)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	12	60	
	Constitution (CON)	13	65	Perfect health
	Dexterity (DEX)	11	55	
	Intelligence (INT)	11	55	
	Power (POW)	13	65	Calm
	Charisma (CHA)	12	60	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		12	
	Willpower Points (WP)		13	
Sanity Points (SAN)		65		
Breaking Point (BP)		52		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		12
		12
		12
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	50	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	20	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (10%)	60
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	40
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)	20	<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	70	<input type="checkbox"/> Melee Weapons (30%)	50	<input type="checkbox"/> Unarmed Combat (40%)	40
	<input type="checkbox"/> Computer Science (0%)	60	<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Electrician	30	<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Electrician	30	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	40
	<input type="checkbox"/> Mechanic	40	<input type="checkbox"/> Persuade (20%)	20	<input type="checkbox"/>	
	<input type="checkbox"/> Microelectronics	40	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Criminology (10%)	30	<input type="checkbox"/> Pilot (0%):	20	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Psychotherapy (10%)	30	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10				
	<input type="checkbox"/> Dodge (30%)	50				
	<input type="checkbox"/> Drive (20%)	20				
	<input type="checkbox"/> Firearms (20%)	20				

DB=0

THIS IS A WORK OF FICTION

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

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	40%		1D4-1				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY
		19. SPECIAL TRAINING
		SKILL OR STAT USED

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL GAYHART, Armand		2. PROFESSION (RANK IF APPLICABLE) Computer Scientist		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Republic, OH		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 50 (FEB 3)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	11	55	
	Constitution (CON)	13	65	Resilient
	Dexterity (DEX)	12	60	
	Intelligence (INT)	11	55	
	Power (POW)	12	60	
	Charisma (CHA)	13	65	Affable
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		12	
	Willpower Points (WP)		12	
Sanity Points (SAN)		60		
Breaking Point (BP)		48		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		13
		13
		13
12. MOTIVATIONS AND MENTAL DISORDERS		
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	20	<input type="checkbox"/> Forensics (0%)	20	<input type="checkbox"/> Science (10%)	40
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	50	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	60
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	30
			<input type="checkbox"/> HUMINT (10%)	30	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	30
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	10	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	40
	<input type="checkbox"/> Computer Science (0%)	60	<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Electrician	50	<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Electrician	30	<input type="checkbox"/> Occult (10%)	10		40
	<input type="checkbox"/> Mechanic	40	<input type="checkbox"/> Persuade (20%)	20		
	<input type="checkbox"/> Microelectronics	40	<input type="checkbox"/> Pharmacy (0%)			
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Pilot (0%):			
	<input type="checkbox"/> Demolitions (0%)					
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Psychotherapy (10%)	10		
	<input type="checkbox"/> Dodge (30%)	50				
	<input type="checkbox"/> Drive (20%)	40				
	<input type="checkbox"/> Firearms (20%)	20				

DB=0

THIS IS A WORK OF FICTION

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

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	40%		1D4-1				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY		
			19. SPECIAL TRAINING	SKILL OR STAT USED

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL PANTON, Aubrey		2. PROFESSION (RANK IF APPLICABLE) Computer Scientist		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Seadrift, TX		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 39 (NOV 6)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	11	55	
	Constitution (CON)	11	55	
	Dexterity (DEX)	13	65	Quick footed
	Intelligence (INT)	13	65	Cunning
	Power (POW)	12	60	
	Charisma (CHA)	12	60	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		11	
	Willpower Points (WP)		12	
Sanity Points (SAN)		60		
Breaking Point (BP)		48		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		12
		12
		12
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	20	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (10%)	40
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	30	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	40
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)	40	<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	50	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	40
	<input type="checkbox"/> Bureaucracy (10%)	10	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	40
	<input type="checkbox"/> Computer Science (0%)	60	<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Electrician	30	<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Electrician	30	<input type="checkbox"/> Occult (10%)	10		40
	<input type="checkbox"/> Mechanic	40	<input type="checkbox"/> Persuade (20%)	40		
	<input type="checkbox"/> Microelectronics	40	<input type="checkbox"/> Pharmacy (0%)	20		
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Pilot (0%):	20		
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Psychotherapy (10%)	30		
	<input type="checkbox"/> Disguise (10%)	10				
	<input type="checkbox"/> Dodge (30%)	30				
	<input type="checkbox"/> Drive (20%)	20				
	<input type="checkbox"/> Firearms (20%)	40				

DB=0

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

THIS IS A WORK OF FICTION

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	40%		1D4-1				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY	
		19. SPECIAL TRAINING	SKILL OR STAT USED
		Please indicate why this agent was recruited and why the agent agreed to be recruited.	

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL TRUDELL, Randolph		2. PROFESSION (RANK IF APPLICABLE) Computer Scientist		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Springfield, OH		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 44 (MAY 14)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	15	75	Powerful
	Constitution (CON)	11	55	
	Dexterity (DEX)	12	60	
	Intelligence (INT)	8	40	Obtuse
	Power (POW)	18	90	Indomitable
	Charisma (CHA)	13	65	Outgoing
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		13	
	Willpower Points (WP)		18	
Sanity Points (SAN)		90		
Breaking Point (BP)		72		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		13
		13
		13
12. MOTIVATIONS AND MENTAL DISORDERS		
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	50	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	20	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (10%)	60
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	70	<input type="checkbox"/> Mathematics	40
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> SIGINT (0%)	40
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Stealth (10%)	30
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Athletics (30%)	50	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Survival (10%)	30
	<input type="checkbox"/> Bureaucracy (10%)	10	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Computer Science (0%)	60	<input type="checkbox"/> Military Science (0%):	20	<input type="checkbox"/> Unarmed Combat (40%)	40
	<input type="checkbox"/> Electrician	30			<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Electrician	30	<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Mechanic	40	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	20
	<input type="checkbox"/> Microelectronics	40	<input type="checkbox"/> Persuade (20%)	20	<input type="checkbox"/>	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Pilot (0%):	20	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10			<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	20				
	<input type="checkbox"/> Firearms (20%)	20				

DB=1

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

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	40%		1D4				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY
		19. SPECIAL TRAINING
		SKILL OR STAT USED

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL KEGLEY, Kathleen		2. PROFESSION (RANK IF APPLICABLE) Computer Scientist		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Harrington, WA		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 32 (SEP 4)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	8	40	Puny
	Constitution (CON)	13	65	Resilient
	Dexterity (DEX)	10	50	
	Intelligence (INT)	10	50	
	Power (POW)	14	70	Stoic
	Charisma (CHA)	17	85	Hypnotic
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		10	
	Willpower Points (WP)		14	
Sanity Points (SAN)		70		
Breaking Point (BP)		56		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		17
		17
		17
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	50	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	20	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (10%)	60
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	30	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	60
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	30	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	30
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	10	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	40
	<input type="checkbox"/> Computer Science (0%)	60	<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Electrician	30	<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Electrician	30	<input type="checkbox"/> Occult (10%)	10		40
	<input type="checkbox"/> Mechanic	40	<input type="checkbox"/> Persuade (20%)	20		
	<input type="checkbox"/> Microelectronics	40	<input type="checkbox"/> Pharmacy (0%)			
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Pilot (0%):			
	<input type="checkbox"/> Demolitions (0%)	20	<input type="checkbox"/> Psychotherapy (10%)	30		
	<input type="checkbox"/> Disguise (10%)	10				
	<input type="checkbox"/> Dodge (30%)	30				
	<input type="checkbox"/> Drive (20%)	40				
	<input type="checkbox"/> Firearms (20%)	20				

DB=-1

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

THIS IS A WORK OF FICTION

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	40%		1D4-2				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY	
		19. SPECIAL TRAINING	SKILL OR STAT USED
		Please indicate why this agent was recruited and why the agent agreed to be recruited.	

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL DUNKLEY, Avery		2. PROFESSION (RANK IF APPLICABLE) Computer Scientist		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Dundas, VA		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 50 (NOV 4)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	11	55	
	Constitution (CON)	10	50	
	Dexterity (DEX)	10	50	
	Intelligence (INT)	10	50	
	Power (POW)	11	55	
	Charisma (CHA)	15	75	Outgoing
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		10	
	Willpower Points (WP)		11	
Sanity Points (SAN)		55		
Breaking Point (BP)		44		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		15
		15
		15
12. MOTIVATIONS AND MENTAL DISORDERS		
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	30	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	40	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (10%)	40
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	50	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	60
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)	20	<input type="checkbox"/> Law (0%)	60	<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	10	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	40
	<input type="checkbox"/> Computer Science (0%)	60	<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Electrician (10%)	30	<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Electrician (10%)	30	<input type="checkbox"/> Occult (10%)	30	<input type="checkbox"/>	40
	<input type="checkbox"/> Mechanic (10%)	30	<input type="checkbox"/> Persuade (20%)	20	<input type="checkbox"/>	
	<input type="checkbox"/> Microelectronics (10%)	40	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Criminology (10%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	30				
	<input type="checkbox"/> Dodge (30%)	30				
	<input type="checkbox"/> Drive (20%)	20				
	<input type="checkbox"/> Firearms (20%)	20				

DB=0

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

THIS IS A WORK OF FICTION

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	40%		1D4-1				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY		
			19. SPECIAL TRAINING	SKILL OR STAT USED
Please indicate why this agent was recruited and why the agent agreed to be recruited.				

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL LATSHAW, Rene		2. PROFESSION (RANK IF APPLICABLE) Computer Scientist		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Mount Washington, PA		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 32 (JUN 3)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	8	40	Weak
	Constitution (CON)	10	50	
	Dexterity (DEX)	10	50	
	Intelligence (INT)	13	65	Astute
	Power (POW)	17	85	Indomitable
	Charisma (CHA)	14	70	Outgoing
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		9	
	Willpower Points (WP)		17	
Sanity Points (SAN)		85		
Breaking Point (BP)		68		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE	
		14	
		14	
		14	
	12. MOTIVATIONS AND MENTAL DISORDERS		
	13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted			

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	50	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	40	<input type="checkbox"/> Forensics (0%)	20	<input type="checkbox"/> Science (10%)	40
	<input type="checkbox"/> Anthropology (0%)	20	<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	60
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)	40	<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	50	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	40
	<input type="checkbox"/> Computer Science (0%)	60	<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Electrician Electrician Mechanic Microelectronics	30 30 30 40	<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)	20	<input type="checkbox"/> Persuade (20%)	20	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	50	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	40			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	40	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=-1

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

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	40%		1D4-2				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY
		19. SPECIAL TRAINING
		SKILL OR STAT USED

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL GORHAM, Kody		2. PROFESSION (RANK IF APPLICABLE) Computer Scientist		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Union Star, KY		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 40 (NOV 19)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	10	50	
	Constitution (CON)	14	70	Robust
	Dexterity (DEX)	11	55	
	Intelligence (INT)	11	55	
	Power (POW)	7	35	Pessimistic
	Charisma (CHA)	10	50	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		12	
	Willpower Points (WP)		7	
Sanity Points (SAN)		35		
Breaking Point (BP)		28		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		10
		10
		10
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	50	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	20	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (10%)	40
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)	20	<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	60
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	20
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)	40	<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	40
	<input type="checkbox"/> Bureaucracy (10%)	50	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	60
	<input type="checkbox"/> Computer Science (0%)	60	<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Electrician	30	<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Electrician	30	<input type="checkbox"/> Occult (10%)	10		20
	<input type="checkbox"/> Mechanic	30	<input type="checkbox"/> Persuade (20%)	20		
	<input type="checkbox"/> Microelectronics	40	<input type="checkbox"/> Pharmacy (0%)			
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Pilot (0%):			
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Psychotherapy (10%)	30		
	<input type="checkbox"/> Disguise (10%)	10				
	<input type="checkbox"/> Dodge (30%)	30				
	<input type="checkbox"/> Drive (20%)	40				
	<input type="checkbox"/> Firearms (20%)	20				

DB=0

THIS IS A WORK OF FICTION

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

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	60%		1D4-1				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY
		19. SPECIAL TRAINING
		SKILL OR STAT USED

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL DISMUKE, Tami		2. PROFESSION (RANK IF APPLICABLE) Computer Scientist		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Kimball, NE		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 44 (JAN 23)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	8	40	Puny
	Constitution (CON)	13	65	Perfect health
	Dexterity (DEX)	10	50	
	Intelligence (INT)	17	85	Genius
	Power (POW)	14	70	Strong-willed
	Charisma (CHA)	10	50	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		10	
	Willpower Points (WP)		14	
Sanity Points (SAN)		70		
Breaking Point (BP)		56		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE	
		10	
		10	
		10	
	12. MOTIVATIONS AND MENTAL DISORDERS		
	13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted			

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	30	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	20	<input type="checkbox"/> Forensics (0%)	20	<input type="checkbox"/> Science (10%)	40
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	50	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	60
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)	40	<input type="checkbox"/> Survival (10%)	30
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	50	<input type="checkbox"/> Melee Weapons (30%)	50	<input type="checkbox"/> Unarmed Combat (40%)	40
	<input type="checkbox"/> Computer Science (0%)	60	<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Electrician (10%)	30	<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Electrician (10%)	30	<input type="checkbox"/> Occult (10%)	10		40
	<input type="checkbox"/> Mechanic (10%)	30	<input type="checkbox"/> Persuade (20%)	20		
	<input type="checkbox"/> Microelectronics (10%)	40	<input type="checkbox"/> Pharmacy (0%)	20		
	<input type="checkbox"/> Criminology (10%)	30	<input type="checkbox"/> Pilot (0%):			
	<input type="checkbox"/> Demolitions (0%)					
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Psychotherapy (10%)	10		
	<input type="checkbox"/> Dodge (30%)	50				
	<input type="checkbox"/> Drive (20%)	20				
	<input type="checkbox"/> Firearms (20%)	20				

DB=-1

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

THIS IS A WORK OF FICTION

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	40%		1D4-2				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY
		19. SPECIAL TRAINING
		SKILL OR STAT USED

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL FARLOW, Greg		2. PROFESSION (RANK IF APPLICABLE) Computer Scientist	
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Monticello, GA	
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 51 (NOV 12)	7. EDUCATION AND OCCUPATIONAL HISTORY	

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	9	45	
	Constitution (CON)	7	35	Frail
	Dexterity (DEX)	14	70	Deft
	Intelligence (INT)	11	55	
	Power (POW)	15	75	Strong-willed
	Charisma (CHA)	8	40	Silent
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		8	
	Willpower Points (WP)		15	
Sanity Points (SAN)		75		
Breaking Point (BP)		60		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		8
		8
		8
12. MOTIVATIONS AND MENTAL DISORDERS		
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	50	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	20	<input type="checkbox"/> Forensics (0%)	20	<input type="checkbox"/> Science (10%)	40
	<input type="checkbox"/> Anthropology (0%)	20	<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Mathematics	40
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> SIGINT (0%)	40
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Stealth (10%)	10
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)	40	<input type="checkbox"/> Surgery (0%)	20
	<input type="checkbox"/> Athletics (30%)	50	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Bureaucracy (10%)	10	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Computer Science (0%)	60	<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unarmed Combat (40%)	40
	<input type="checkbox"/> Electrician	30			<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Electrician	30	<input type="checkbox"/> Navigate (10%)	30	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Mechanic	30	<input type="checkbox"/> Occult (10%)	30	<input type="checkbox"/>	40
	<input type="checkbox"/> Microelectronics	40	<input type="checkbox"/> Persuade (20%)	20	<input type="checkbox"/>	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)	20	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10			<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Psychotherapy (10%)	30	<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	20			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	20			<input type="checkbox"/>	

DB=0

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

THIS IS A WORK OF FICTION

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	40%		1D4-1				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY	
		19. SPECIAL TRAINING	SKILL OR STAT USED
		Please indicate why this agent was recruited and why the agent agreed to be recruited.	

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL COSGROVE, Joshua		2. PROFESSION (RANK IF APPLICABLE) Computer Scientist		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Monterey, VA		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 29 (JUN 18)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	11	55	
	Constitution (CON)	14	70	Resilient
	Dexterity (DEX)	12	60	
	Intelligence (INT)	10	50	
	Power (POW)	10	50	
	Charisma (CHA)	15	75	Outgoing
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		12	
	Willpower Points (WP)		10	
Sanity Points (SAN)		50		
Breaking Point (BP)		40		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE	
		15	
		15	
		15	
	12. MOTIVATIONS AND MENTAL DISORDERS		
	13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted			

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	50	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	40	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (10%)	40
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)	20	<input type="checkbox"/> SIGINT (0%)	60
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)	20	<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	40
	<input type="checkbox"/> Bureaucracy (10%)	50	<input type="checkbox"/> Melee Weapons (30%)	50	<input type="checkbox"/> Unarmed Combat (40%)	40
	<input type="checkbox"/> Computer Science (0%)	60	<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Electrician (10%)	30	<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Electrician (10%)	30	<input type="checkbox"/> Occult (10%)	10		40
	<input type="checkbox"/> Mechanic (10%)	30	<input type="checkbox"/> Persuade (20%)	20		
	<input type="checkbox"/> Microelectronics (10%)	40	<input type="checkbox"/> Pharmacy (0%)			
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Pilot (0%):			
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Psychotherapy (10%)	10		
	<input type="checkbox"/> Disguise (10%)	30				
	<input type="checkbox"/> Dodge (30%)	30				
	<input type="checkbox"/> Drive (20%)	40				
	<input type="checkbox"/> Firearms (20%)	20				

DB=0

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

THIS IS A WORK OF FICTION

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	40%		1D4-1				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY
		19. SPECIAL TRAINING
		SKILL OR STAT USED

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL DAIGRE, Chadwick		2. PROFESSION (RANK IF APPLICABLE) Computer Scientist		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Neenah, WI		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 28 (JUL 4)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	12	60	
	Constitution (CON)	13	65	Fit
	Dexterity (DEX)	11	55	
	Intelligence (INT)	12	60	
	Power (POW)	13	65	Brave
	Charisma (CHA)	11	55	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		12	
	Willpower Points (WP)		13	
Sanity Points (SAN)		65		
Breaking Point (BP)		52		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		11
		11
		11
12. MOTIVATIONS AND MENTAL DISORDERS		
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	30	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	40	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (10%)	60
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	50	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	60
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)	40	<input type="checkbox"/> Survival (10%)	30
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	40
	<input type="checkbox"/> Bureaucracy (10%)	10	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	40
	<input type="checkbox"/> Computer Science (0%)	60	<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Electrician	30	<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Electrician	30	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	20
	<input type="checkbox"/> Mechanic	40	<input type="checkbox"/> Persuade (20%)	20	<input type="checkbox"/>	
	<input type="checkbox"/> Microelectronics	40	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)	20	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10			<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30			<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	20			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	20			<input type="checkbox"/>	

DB=0

THIS IS A WORK OF FICTION

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

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	40%		1D4-1				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY
		19. SPECIAL TRAINING
		SKILL OR STAT USED

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL LISI, Devin		2. PROFESSION (RANK IF APPLICABLE) Computer Scientist		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Cardiff By The S, CA		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 50 (MAR 20)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	12	60	
	Constitution (CON)	13	65	Perfect health
	Dexterity (DEX)	13	65	Agile
	Intelligence (INT)	11	55	
	Power (POW)	12	60	
	Charisma (CHA)	11	55	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		12	
	Willpower Points (WP)		12	
Sanity Points (SAN)		60		
Breaking Point (BP)		48		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		11
		11
		11
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	20	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (10%)	60
	<input type="checkbox"/> Anthropology (0%)	20	<input type="checkbox"/> Heavy Machinery (10%)	50	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	40
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	30	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)	20	<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	40
	<input type="checkbox"/> Bureaucracy (10%)	50	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	40
	<input type="checkbox"/> Computer Science (0%)	60	<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Electrician (10%)	50	<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Electrician (10%)	30	<input type="checkbox"/> Occult (10%)	10		60
	<input type="checkbox"/> Mechanic (10%)	40	<input type="checkbox"/> Persuade (20%)	20		
	<input type="checkbox"/> Microelectronics (10%)	40	<input type="checkbox"/> Pharmacy (0%)			
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Pilot (0%):			
	<input type="checkbox"/> Demolitions (0%)					
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Psychotherapy (10%)	10		
	<input type="checkbox"/> Dodge (30%)	30				
	<input type="checkbox"/> Drive (20%)	20				
	<input type="checkbox"/> Firearms (20%)	40				

DB=0

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

THIS IS A WORK OF FICTION

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	40%		1D4-1				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY		
		19. SPECIAL TRAINING	SKILL OR STAT USED	
Please indicate why this agent was recruited and why the agent agreed to be recruited.				

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL OBERLE, Mario		2. PROFESSION (RANK IF APPLICABLE) Computer Scientist	
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Evergreen, CO	
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 46 (MAY 19)	7. EDUCATION AND OCCUPATIONAL HISTORY	

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	13	65	Tough
	Constitution (CON)	10	50	
	Dexterity (DEX)	16	80	Deft
	Intelligence (INT)	10	50	
	Power (POW)	11	55	
	Charisma (CHA)	14	70	Approachable
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		12	
	Willpower Points (WP)		11	
Sanity Points (SAN)		55		
Breaking Point (BP)		44		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		14
		14
		14
12. MOTIVATIONS AND MENTAL DISORDERS		
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	70	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	20	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (10%)	40
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	30	<input type="checkbox"/> Mathematics	40
	<input type="checkbox"/> Archeology (0%)	20	<input type="checkbox"/> Heavy Weapons (0%)	20	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> SIGINT (0%)	40
			<input type="checkbox"/> HUMINT (10%)	30	<input type="checkbox"/> Stealth (10%)	10
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Surgery (0%)	20
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)	20	<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Bureaucracy (10%)	10	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Computer Science (0%)	60	<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unarmed Combat (40%)	40
	<input type="checkbox"/> Electrician	30			<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Electrician	30	<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Mechanic	40	<input type="checkbox"/> Occult (10%)	30	<input type="checkbox"/>	40
	<input type="checkbox"/> Microelectronics	40	<input type="checkbox"/> Persuade (20%)	20	<input type="checkbox"/>	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10			<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	20				
	<input type="checkbox"/> Firearms (20%)	20				

DB=1

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

THIS IS A WORK OF FICTION

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	40%		1D4				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY	
		19. SPECIAL TRAINING	SKILL OR STAT USED
		Please indicate why this agent was recruited and why the agent agreed to be recruited.	

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL MCCOLL, Shanna		2. PROFESSION (RANK IF APPLICABLE) Computer Scientist		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Lumpkin, GA		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 32 (MAY 13)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	17	85	Strapping
	Constitution (CON)	8	40	Delicate
	Dexterity (DEX)	14	70	Deft
	Intelligence (INT)	10	50	
	Power (POW)	10	50	
	Charisma (CHA)	13	65	Outgoing
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		12	
	Willpower Points (WP)		10	
Sanity Points (SAN)		50		
Breaking Point (BP)		40		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE	
		13	
		13	
		13	
	12. MOTIVATIONS AND MENTAL DISORDERS		
	13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted			

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	20	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (10%)	40
	<input type="checkbox"/> Anthropology (0%)	20	<input type="checkbox"/> Heavy Machinery (10%)	50	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	40
	<input type="checkbox"/> Art (0%):	20	<input type="checkbox"/> History (10%)	30	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	20
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	10	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	40
	<input type="checkbox"/> Computer Science (0%)	80	<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Electrician (10%)	30	<input type="checkbox"/> Navigate (10%)	30	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Electrician (10%)	30	<input type="checkbox"/> Occult (10%)	30		40
	<input type="checkbox"/> Mechanic (10%)	40	<input type="checkbox"/> Persuade (20%)	20		
	<input type="checkbox"/> Microelectronics (10%)	40	<input type="checkbox"/> Pharmacy (0%)			
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Pilot (0%):			
	<input type="checkbox"/> Demolitions (0%)					
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Psychotherapy (10%)	10		
	<input type="checkbox"/> Dodge (30%)	30				
	<input type="checkbox"/> Drive (20%)	20				
	<input type="checkbox"/> Firearms (20%)	40				

DB=2

THIS IS A WORK OF FICTION

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

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	40%		1D4+1				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY
		19. SPECIAL TRAINING
		SKILL OR STAT USED

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL SANGSTER, Marcel		2. PROFESSION (RANK IF APPLICABLE) Computer Scientist		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Washington, DC		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 36 (MAY 25)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	11	55	
	Constitution (CON)	12	60	
	Dexterity (DEX)	11	55	
	Intelligence (INT)	13	65	Canny
	Power (POW)	12	60	
	Charisma (CHA)	13	65	Approachable
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		12	
	Willpower Points (WP)		12	
Sanity Points (SAN)		60		
Breaking Point (BP)		48		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS		SCORE	
			13	
			13	
			13	
	12. MOTIVATIONS AND MENTAL DISORDERS			
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE				
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted				

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	20	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (10%)	40
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	50	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	60
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	30	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)	40	<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	40
	<input type="checkbox"/> Bureaucracy (10%)	50	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	40
	<input type="checkbox"/> Computer Science (0%)	60	<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Electrician	30	<input type="checkbox"/> Navigate (10%)	30	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Electrician	30	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	40
	<input type="checkbox"/> Mechanic	30	<input type="checkbox"/> Persuade (20%)	40	<input type="checkbox"/>	
	<input type="checkbox"/> Microelectronics	40	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Pilot (0%):	20	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	30				
	<input type="checkbox"/> Dodge (30%)	30				
	<input type="checkbox"/> Drive (20%)	40				
	<input type="checkbox"/> Firearms (20%)	20				

DB=0

THIS IS A WORK OF FICTION

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

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	40%		1D4-1				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY	
		19. SPECIAL TRAINING	SKILL OR STAT USED
		Please indicate why this agent was recruited and why the agent agreed to be recruited.	

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL TUTHILL, Jasmin		2. PROFESSION (RANK IF APPLICABLE) Computer Scientist		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Chicago, IL		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 53 (FEB 8)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	12	60	
	Constitution (CON)	11	55	
	Dexterity (DEX)	11	55	
	Intelligence (INT)	12	60	
	Power (POW)	13	65	Forbearing
	Charisma (CHA)	13	65	Charming
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		12	
	Willpower Points (WP)		13	
Sanity Points (SAN)		65		
Breaking Point (BP)		52		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		13
		13
		13
12. MOTIVATIONS AND MENTAL DISORDERS		
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	50	<input type="checkbox"/> First Aid (10%)	30	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	40	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (10%)	60
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	50	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	40
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	30
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)	20	<input type="checkbox"/> Law (0%)	40	<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	30	<input type="checkbox"/> Melee Weapons (30%)	50	<input type="checkbox"/> Unarmed Combat (40%)	40
	<input type="checkbox"/> Computer Science (0%)	60	<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Electrician	30	<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Electrician	30	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	40
	<input type="checkbox"/> Mechanic	30	<input type="checkbox"/> Persuade (20%)	20	<input type="checkbox"/>	
	<input type="checkbox"/> Microelectronics	40	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10			<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30			<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	20			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	40			<input type="checkbox"/>	

DB=0

THIS IS A WORK OF FICTION

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

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	40%		1D4-1				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY	
		19. SPECIAL TRAINING	SKILL OR STAT USED
		Please indicate why this agent was recruited and why the agent agreed to be recruited.	

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL OBOYLE, Elton		2. PROFESSION (RANK IF APPLICABLE) Computer Scientist		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Burney, CA		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 39 (JUL 18)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	13	65	Tough
	Constitution (CON)	10	50	
	Dexterity (DEX)	13	65	Lite
	Intelligence (INT)	9	45	
	Power (POW)	12	60	
	Charisma (CHA)	9	45	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		12	
	Willpower Points (WP)		12	
Sanity Points (SAN)		60		
Breaking Point (BP)		48		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		9
		9
		9
12. MOTIVATIONS AND MENTAL DISORDERS		
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	50	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	40	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (10%)	60
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	40
	<input type="checkbox"/> Art (0%):	20	<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)	40	<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	40
	<input type="checkbox"/> Bureaucracy (10%)	10	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	40
	<input type="checkbox"/> Computer Science (0%)	60	<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Electrician	30	<input type="checkbox"/> Navigate (10%)	30	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Electrician	30	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	40
	<input type="checkbox"/> Mechanic	40	<input type="checkbox"/> Persuade (20%)	20	<input type="checkbox"/>	
	<input type="checkbox"/> Microelectronics	40	<input type="checkbox"/> Pharmacy (0%)	20	<input type="checkbox"/>	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)	20	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10			<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	50			<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	20			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	20			<input type="checkbox"/>	

DB=1

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

THIS IS A WORK OF FICTION

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	40%		1D4				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY	
		19. SPECIAL TRAINING	SKILL OR STAT USED
		Please indicate why this agent was recruited and why the agent agreed to be recruited.	

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL DIAZ, Marian		2. PROFESSION (RANK IF APPLICABLE) Computer Scientist		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Cornell, WI		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 44 (DEC 18)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	7	35	Weak
	Constitution (CON)	14	70	Perfect health
	Dexterity (DEX)	11	55	
	Intelligence (INT)	13	65	Astute
	Power (POW)	13	65	Strong-willed
	Charisma (CHA)	12	60	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		10	
	Willpower Points (WP)		13	
Sanity Points (SAN)		65		
Breaking Point (BP)		52		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		12
		12
		12
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	50	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	20	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (10%)	40
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	30	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)	20	<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	60
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	30
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)	40	<input type="checkbox"/> Survival (10%)	30
	<input type="checkbox"/> Athletics (30%)	50	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	40
	<input type="checkbox"/> Bureaucracy (10%)	50	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	40
	<input type="checkbox"/> Computer Science (0%)	60	<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Electrician	50	<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Electrician	30	<input type="checkbox"/> Occult (10%)	10		
	<input type="checkbox"/> Mechanic	30	<input type="checkbox"/> Persuade (20%)	20		
	<input type="checkbox"/> Microelectronics	40	<input type="checkbox"/> Pharmacy (0%)			
		40	<input type="checkbox"/> Pilot (0%):			
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Psychotherapy (10%)	10		
	<input type="checkbox"/> Demolitions (0%)					
	<input type="checkbox"/> Disguise (10%)	10				
	<input type="checkbox"/> Dodge (30%)	30				
	<input type="checkbox"/> Drive (20%)	20				
<input type="checkbox"/> Firearms (20%)	20					

DB=-1

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

THIS IS A WORK OF FICTION

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	40%		1D4-2				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY		
			19. SPECIAL TRAINING	SKILL OR STAT USED

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL WARDELL, Devin		2. PROFESSION (RANK IF APPLICABLE) Computer Scientist		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Centereach, NY		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 29 (SEP 19)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	10	50	
	Constitution (CON)	12	60	
	Dexterity (DEX)	15	75	Quick footed
	Intelligence (INT)	14	70	Canny
	Power (POW)	10	50	
	Charisma (CHA)	11	55	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		11	
	Willpower Points (WP)		10	
Sanity Points (SAN)		50		
Breaking Point (BP)		40		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		11
		11
		11
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	50	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	20	<input type="checkbox"/> Forensics (0%)	20	<input type="checkbox"/> Science (10%)	40
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	50	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	60
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	30
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)	20	<input type="checkbox"/> Law (0%)	40	<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	50	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	60
	<input type="checkbox"/> Computer Science (0%)	60	<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Electrician	30	<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Electrician	30	<input type="checkbox"/> Occult (10%)	30	<input type="checkbox"/>	
	<input type="checkbox"/> Mechanic	30	<input type="checkbox"/> Persuade (20%)	20	<input type="checkbox"/>	
	<input type="checkbox"/> Microelectronics	40	<input type="checkbox"/> Pharmacy (0%)	20	<input type="checkbox"/>	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)	20	<input type="checkbox"/>		<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30			<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	20			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	20			<input type="checkbox"/>	

DB=0

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

THIS IS A WORK OF FICTION

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	60%		1D4-1				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY
		19. SPECIAL TRAINING
		SKILL OR STAT USED

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL CRABTREE, Rochelle		2. PROFESSION (RANK IF APPLICABLE) Computer Scientist		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Houlton, ME		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 48 (NOV 27)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	11	55	
	Constitution (CON)	12	60	
	Dexterity (DEX)	13	65	Quick footed
	Intelligence (INT)	13	65	Quick witted
	Power (POW)	11	55	
	Charisma (CHA)	12	60	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		12	
	Willpower Points (WP)		11	
Sanity Points (SAN)		55		
Breaking Point (BP)		44		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		12
		12
		12
12. MOTIVATIONS AND MENTAL DISORDERS		
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	20	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (10%)	40
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	50	<input type="checkbox"/> Mathematics (10%)	40
	<input type="checkbox"/> Archeology (0%)	20	<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> SIGINT (0%)	40
			<input type="checkbox"/> HUMINT (10%)	30	<input type="checkbox"/> Stealth (10%)	10
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)	20	<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Bureaucracy (10%)	10	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Swim (20%)	40
	<input type="checkbox"/> Computer Science (0%)	80	<input type="checkbox"/> Military Science (0%):	20	<input type="checkbox"/> Unarmed Combat (40%)	40
	<input type="checkbox"/> Electrician (10%)	30			<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Electrician (10%)	30	<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Mechanic (10%)	40	<input type="checkbox"/> Occult (10%)	10		60
	<input type="checkbox"/> Microelectronics (10%)	40	<input type="checkbox"/> Persuade (20%)	20		
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Pharmacy (0%)			
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Pilot (0%):			
	<input type="checkbox"/> Disguise (10%)	10				
	<input type="checkbox"/> Dodge (30%)	30				
	<input type="checkbox"/> Drive (20%)	20				
	<input type="checkbox"/> Firearms (20%)	20	<input type="checkbox"/> Psychotherapy (10%)	30		

DB=0

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

THIS IS A WORK OF FICTION

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	40%		1D4-1				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY	
		19. SPECIAL TRAINING	SKILL OR STAT USED
		Please indicate why this agent was recruited and why the agent agreed to be recruited.	

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL HOEFT, Lionel		2. PROFESSION (RANK IF APPLICABLE) Computer Scientist		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Follansbee, WV		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 31 (AUG 18)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	10	50	
	Constitution (CON)	11	55	
	Dexterity (DEX)	12	60	
	Intelligence (INT)	12	60	
	Power (POW)	8	40	Pessimistic
	Charisma (CHA)	15	75	Approachable
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		10	
	Willpower Points (WP)		8	
Sanity Points (SAN)		40		
Breaking Point (BP)		32		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		15
		15
		15
12. MOTIVATIONS AND MENTAL DISORDERS		
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	50	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	20	<input type="checkbox"/> Forensics (0%)	20	<input type="checkbox"/> Science (10%)	40
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	50	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	40
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	30	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	30
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	40
	<input type="checkbox"/> Bureaucracy (10%)	10	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	60
	<input type="checkbox"/> Computer Science (0%)	60	<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Electrician	30	<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Electrician	30	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Mechanic	40	<input type="checkbox"/> Persuade (20%)	20	<input type="checkbox"/>	
	<input type="checkbox"/> Microelectronics	40	<input type="checkbox"/> Pharmacy (0%)	20	<input type="checkbox"/>	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10				
	<input type="checkbox"/> Dodge (30%)	50				
	<input type="checkbox"/> Drive (20%)	40				
	<input type="checkbox"/> Firearms (20%)	20				

DB=0

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

THIS IS A WORK OF FICTION

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	60%		1D4-1				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY	
		19. SPECIAL TRAINING	SKILL OR STAT USED
		Please indicate why this agent was recruited and why the agent agreed to be recruited.	

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL WILLEMS, Shanae		2. PROFESSION (RANK IF APPLICABLE) Criminal		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Whitacre, VA		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 43 (JUN 12)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	13	65	Powerful
	Constitution (CON)	10	50	
	Dexterity (DEX)	14	70	Quick footed
	Intelligence (INT)	8	40	Shallow
	Power (POW)	17	85	Indomitable
	Charisma (CHA)	10	50	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		12	
	Willpower Points (WP)		17	
Sanity Points (SAN)		85		
Breaking Point (BP)		68		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		10
		10
		10
		10
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	30
	<input type="checkbox"/> Alertness (20%)	50	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	40
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	50
			<input type="checkbox"/> HUMINT (10%)	30	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)	20	<input type="checkbox"/> Survival (10%)	30
	<input type="checkbox"/> Athletics (30%)	50	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	10	<input type="checkbox"/> Melee Weapons (30%)	40	<input type="checkbox"/> Unarmed Combat (40%)	50
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):	20	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):	40	<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	80	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	50	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)	60	<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	40	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	70			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	40	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=1

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

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	50%		1D4				
	(b) Brass Knuckles	50%		1D4+1				
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY	
		19. SPECIAL TRAINING	SKILL OR STAT USED
		Please indicate why this agent was recruited and why the agent agreed to be recruited.	

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL BERTHIAUME, Leland		2. PROFESSION (RANK IF APPLICABLE) Criminal		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Naponee, NE		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 37 (AUG 1)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES	PSYCHOLOGICAL DATA	11. BONDS	SCORE
	Strength (STR)	14	70	Muscular		13	
	Constitution (CON)	16	80	Resistant		13	
	Dexterity (DEX)	14	70	Slick		13	
	Intelligence (INT)	12	60			13	
	Power (POW)	15	75	Strong-willed			
	Charisma (CHA)	13	65	Approachable			
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT		12. MOTIVATIONS AND MENTAL DISORDERS	
	Hit Points (HP)		15				
	Willpower Points (WP)		15				
Sanity Points (SAN)		75					
Breaking Point (BP)		60					
10. PHYSICAL DESCRIPTION				13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE			
				Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted			

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	70	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	30	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):	20	<input type="checkbox"/> History (10%)	30	<input type="checkbox"/> Stealth (10%)	70
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	20
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)	20	<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	50	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	10	<input type="checkbox"/> Melee Weapons (30%)	60	<input type="checkbox"/> Unarmed Combat (40%)	50
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	50	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	60	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	70	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)	40	<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	40	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	50			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	40	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=1

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

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	50%		1D4				
	(b) Combat Knife	60%		1D6+1	3			
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY	
		19. SPECIAL TRAINING	SKILL OR STAT USED
		Please indicate why this agent was recruited and why the agent agreed to be recruited.	

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL MAGLIONE, Robert		2. PROFESSION (RANK IF APPLICABLE) Criminal		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Austin, TX		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 43 (OCT 5)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	6	30	Weak
	Constitution (CON)	12	60	
	Dexterity (DEX)	10	50	
	Intelligence (INT)	14	70	Canny
	Power (POW)	14	70	Forbearing
	Charisma (CHA)	11	55	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		9	
	Willpower Points (WP)		14	
Sanity Points (SAN)		70		
Breaking Point (BP)		56		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		11
		11
		11
		11
	12. MOTIVATIONS AND MENTAL DISORDERS	
	13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE	
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	30	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	50	<input type="checkbox"/> Forensics (0%)	20	<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	30	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	50
			<input type="checkbox"/> HUMINT (10%)	50	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)	20	<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	70	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	10	<input type="checkbox"/> Melee Weapons (30%)	40	<input type="checkbox"/> Unarmed Combat (40%)	50
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):	20	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	50	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	60	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)	20	<input type="checkbox"/> Persuade (20%)	50	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	40	<input type="checkbox"/> Pilot (0%):	20	<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	50			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	40	<input type="checkbox"/> Psychotherapy (10%)	30	<input type="checkbox"/>	

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

DB=-1

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	50%		1D4-2				
	(b) Brass Knuckles	50%		1D4-1				
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY	
		19. SPECIAL TRAINING	SKILL OR STAT USED
		Please indicate why this agent was recruited and why the agent agreed to be recruited.	

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL KREITZER, Clarence		2. PROFESSION (RANK IF APPLICABLE) Criminal		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Olton, TX		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 43 (NOV 15)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	12	60	
	Constitution (CON)	10	50	
	Dexterity (DEX)	16	80	Agile
	Intelligence (INT)	14	70	Astute
	Power (POW)	17	85	Indomitable
	Charisma (CHA)	13	65	Charming
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		11	
	Willpower Points (WP)		17	
Sanity Points (SAN)		85		
Breaking Point (BP)		68		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		13
		13
		13
		13
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	70	<input type="checkbox"/> Forensics (0%)	20	<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)	20	<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	50
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	20
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)	20	<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	50	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	10	<input type="checkbox"/> Melee Weapons (30%)	40	<input type="checkbox"/> Unarmed Combat (40%)	70
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):	20	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	60	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	40
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	50	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	50	<input type="checkbox"/> Pharmacy (0%)	20	<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	40	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	50			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	60	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=0

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

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	70%		1D4-1				
	(b) Knife	40%		1D4	3			
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY	
		19. SPECIAL TRAINING	SKILL OR STAT USED
Please indicate why this agent was recruited and why the agent agreed to be recruited.			

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL NORRED, Brandon		2. PROFESSION (RANK IF APPLICABLE) Criminal		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Cove Gap, WV		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 55 (AUG 10)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES	PSYCHOLOGICAL DATA	11. BONDS	SCORE	
	Strength (STR)	10	50				12	
	Constitution (CON)	11	55				12	
	Dexterity (DEX)	10	50				12	
	Intelligence (INT)	14	70	Astute			12	
	Power (POW)	15	75	Unflinching				
	Charisma (CHA)	12	60					
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT		12. MOTIVATIONS AND MENTAL DISORDERS		
	Hit Points (HP)		10					
	Willpower Points (WP)		15					
Sanity Points (SAN)		75						
Breaking Point (BP)		60						
10. PHYSICAL DESCRIPTION				13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE				
				Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <i>adapted</i> Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <i>adapted</i>				

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	50	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	20
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	40
	<input type="checkbox"/> Archeology (0%)	20	<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	50
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)	20	<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	50	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	40
	<input type="checkbox"/> Bureaucracy (10%)	10	<input type="checkbox"/> Melee Weapons (30%)	60	<input type="checkbox"/> Unarmed Combat (40%)	50
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):	20	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	80	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	40
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	50	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	50	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	40	<input type="checkbox"/> Pilot (0%):	20	<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	50			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	40	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

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

DB=0

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	50%		1D4-1				
	(b) Medium Pistol	40%	15m	1D10				15
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY	
		19. SPECIAL TRAINING	SKILL OR STAT USED
		Please indicate why this agent was recruited and why the agent agreed to be recruited.	

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL RODGER, Chase		2. PROFESSION (RANK IF APPLICABLE) Criminal		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Geddes, SD		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 29 (JUN 22)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	10	50	
	Constitution (CON)	11	55	
	Dexterity (DEX)	15	75	Lithe
	Intelligence (INT)	10	50	
	Power (POW)	12	60	
	Charisma (CHA)	14	70	Friendly
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		10	
	Willpower Points (WP)		12	
Sanity Points (SAN)		60		
Breaking Point (BP)		48		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		14
		14
		14
		14
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	70	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)	20	<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)	20	<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	70
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	20
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)	20	<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	70	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	40
	<input type="checkbox"/> Bureaucracy (10%)	10	<input type="checkbox"/> Melee Weapons (30%)	40	<input type="checkbox"/> Unarmed Combat (40%)	50
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	50	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	60	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	50	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	50	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	40	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	70			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	40	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=0

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

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	50%		1D4-1				
	(b) Baseball bat	40%		1D6				
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY		
		19. SPECIAL TRAINING	SKILL OR STAT USED	
Please indicate why this agent was recruited and why the agent agreed to be recruited.				

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL BIELECKI, Shamika			2. PROFESSION (RANK IF APPLICABLE) Criminal		
	3. EMPLOYER			4. NATIONALITY (U.S.A.) Rotterdam Juncti, NY		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____		6. AGE AND D.O.B. 39 (JAN 15)		7. EDUCATION AND OCCUPATIONAL HISTORY	

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	11	55	
	Constitution (CON)	10	50	
	Dexterity (DEX)	11	55	
	Intelligence (INT)	13	65	Cunning
	Power (POW)	12	60	
	Charisma (CHA)	12	60	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		10	
	Willpower Points (WP)		12	
Sanity Points (SAN)		60		
Breaking Point (BP)		48		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS		SCORE
			12
			12
			12
			12
	12. MOTIVATIONS AND MENTAL DISORDERS		
	13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted			

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	50	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)	20	<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	50
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)	40	<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	70	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	10	<input type="checkbox"/> Melee Weapons (30%)	40	<input type="checkbox"/> Unarmed Combat (40%)	50
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):	20	<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	60	<input type="checkbox"/> Occult (10%)	30	<input type="checkbox"/>	40
	<input type="checkbox"/> Demolitions (0%)	60	<input type="checkbox"/> Persuade (20%)	50	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	60	<input type="checkbox"/> Pilot (0%):	20	<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	50			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	40	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=0

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

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	50%		1D4-1				
	(b) Brass Knuckles	50%		1D4				
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY		
			19. SPECIAL TRAINING	SKILL OR STAT USED
Please indicate why this agent was recruited and why the agent agreed to be recruited.				

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL ROSEMOND, Alfredo		2. PROFESSION (RANK IF APPLICABLE) Criminal		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Humboldt, IA		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 26 (SEP 15)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	17	85	Huge
	Constitution (CON)	10	50	
	Dexterity (DEX)	14	70	Nimble
	Intelligence (INT)	8	40	Ignorant
	Power (POW)	10	50	
	Charisma (CHA)	13	65	Friendly
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		14	
	Willpower Points (WP)		10	
Sanity Points (SAN)		50		
Breaking Point (BP)		40		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		13
		13
		13
		13
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	50	<input type="checkbox"/> Forensics (0%)	20	<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)	20	<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	50
			<input type="checkbox"/> HUMINT (10%)	50	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)	20	<input type="checkbox"/> Law (0%)	40	<input type="checkbox"/> Survival (10%)	30
	<input type="checkbox"/> Athletics (30%)	50	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	10	<input type="checkbox"/> Melee Weapons (30%)	40	<input type="checkbox"/> Unarmed Combat (40%)	50
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):	40	<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	60	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	50	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)	20	<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	40	<input type="checkbox"/> Pilot (0%):	20	<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	50			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	40	<input type="checkbox"/> Psychotherapy (10%)	30	<input type="checkbox"/>	

DB=2

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

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	50%		1D4+1				
	(b) Combat Knife	40%		1D6+2	3			
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY	
		19. SPECIAL TRAINING	SKILL OR STAT USED
Please indicate why this agent was recruited and why the agent agreed to be recruited.			

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL WENGER, Lacey		2. PROFESSION (RANK IF APPLICABLE) Criminal		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Avenue, MD		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 38 (JUN 18)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	13	65	Brawny
	Constitution (CON)	11	55	
	Dexterity (DEX)	13	65	Slick
	Intelligence (INT)	12	60	
	Power (POW)	16	80	Forbearing
	Charisma (CHA)	17	85	Beguiling
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		12	
	Willpower Points (WP)		16	
Sanity Points (SAN)		80		
Breaking Point (BP)		64		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		17
		17
		17
		17
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <i>adapted</i> Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <i>adapted</i>		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	30	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	50	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	30	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)	20	<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	50
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)	20	<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	50	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	30	<input type="checkbox"/> Melee Weapons (30%)	40	<input type="checkbox"/> Unarmed Combat (40%)	70
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):	20	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	60	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	60
	<input type="checkbox"/> Demolitions (0%)	40	<input type="checkbox"/> Persuade (20%)	50	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	40	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	50			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	40	<input type="checkbox"/> Psychotherapy (10%)	30	<input type="checkbox"/>	

DB=1

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

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	70%		1D4				
	(b) Heavy Pistol	40%	20m	1D12				10
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY	
		19. SPECIAL TRAINING	SKILL OR STAT USED
		Please indicate why this agent was recruited and why the agent agreed to be recruited.	

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL MIDDENDORF, Junior		2. PROFESSION (RANK IF APPLICABLE) Criminal		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Stone, KY		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 48 (OCT 18)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	13	65	Tough
	Constitution (CON)	10	50	
	Dexterity (DEX)	17	85	Acrobatic
	Intelligence (INT)	10	50	
	Power (POW)	8	40	Low spirited
	Charisma (CHA)	14	70	Affable
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		12	
	Willpower Points (WP)		8	
Sanity Points (SAN)		40		
Breaking Point (BP)		32		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		14
		14
		14
		14
	12. MOTIVATIONS AND MENTAL DISORDERS	
	13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE	
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	50	<input type="checkbox"/> Forensics (0%)	20	<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)	20	<input type="checkbox"/> Heavy Machinery (10%)	30	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	50
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)	20	<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	70	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	10	<input type="checkbox"/> Melee Weapons (30%)	40	<input type="checkbox"/> Unarmed Combat (40%)	50
	<input type="checkbox"/> Computer Science (0%)	20	<input type="checkbox"/> Military Science (0%):	20	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	30	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	60	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	20
	<input type="checkbox"/> Demolitions (0%)	40	<input type="checkbox"/> Persuade (20%)	50	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)	40	<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	40	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	50			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	40	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=1

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

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	50%		1D4				
	(b) Baseball bat	40%		1D6+1				
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY
		19. SPECIAL TRAINING
		SKILL OR STAT USED

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL MELLINGER, Justina		2. PROFESSION (RANK IF APPLICABLE) Criminal		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Rockport, MA		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 28 (AUG 17)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES	PSYCHOLOGICAL DATA	11. BONDS	SCORE	
	Strength (STR)	10	50				13	
	Constitution (CON)	17	85	Indefatigable			13	
	Dexterity (DEX)	10	50				13	
	Intelligence (INT)	8	40	Oblivious			13	
	Power (POW)	14	70	Calm				
	Charisma (CHA)	13	65	Affable				
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT		12. MOTIVATIONS AND MENTAL DISORDERS		
	Hit Points (HP)		14					
	Willpower Points (WP)		14					
Sanity Points (SAN)		70						
Breaking Point (BP)		56						
10. PHYSICAL DESCRIPTION				13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE				
				Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted				

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	50	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	40
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	50
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	20
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)	40	<input type="checkbox"/> Survival (10%)	30
	<input type="checkbox"/> Athletics (30%)	50	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	10	<input type="checkbox"/> Melee Weapons (30%)	40	<input type="checkbox"/> Unarmed Combat (40%)	50
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):	40	<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	60	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	20
	<input type="checkbox"/> Demolitions (0%)	40	<input type="checkbox"/> Persuade (20%)	50	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)	20	<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	40	<input type="checkbox"/> Pilot (0%):	20	<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	50			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	60	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

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

DB=0

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	50%		1D4-1				
	(b) Knife	40%		1D4	3			
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY	
		19. SPECIAL TRAINING	SKILL OR STAT USED
Please indicate why this agent was recruited and why the agent agreed to be recruited.			

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL MCQUAIG, Schuyler		2. PROFESSION (RANK IF APPLICABLE) Criminal		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Kentwood, MI		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 29 (MAY 7)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES	PSYCHOLOGICAL DATA	11. BONDS	SCORE	
	Strength (STR)	13	65	Sturdy			15	
	Constitution (CON)	11	55				15	
	Dexterity (DEX)	16	80	Lithe			15	
	Intelligence (INT)	12	60				15	
	Power (POW)	11	55					
	Charisma (CHA)	15	75	Likable				
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT		12. MOTIVATIONS AND MENTAL DISORDERS		
	Hit Points (HP)		12					
	Willpower Points (WP)		11					
Sanity Points (SAN)		55						
Breaking Point (BP)		44						
10. PHYSICAL DESCRIPTION				13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE				
				Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted				

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	30	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	70	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	20
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)	20	<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	50
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)	20	<input type="checkbox"/> Law (0%)	20	<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	50	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	10	<input type="checkbox"/> Melee Weapons (30%)	40	<input type="checkbox"/> Unarmed Combat (40%)	50
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):	40	<input type="checkbox"/> Navigate (10%)	50	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	80	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	20
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	50	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	40	<input type="checkbox"/> Pilot (0%):	20	<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	50			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	40	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=1

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

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	50%		1D4				
	(b) Medium Pistol	40%	15m	1D10				15
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY	
		19. SPECIAL TRAINING	SKILL OR STAT USED
		Please indicate why this agent was recruited and why the agent agreed to be recruited.	

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL HINRICHS, Shalonda		2. PROFESSION (RANK IF APPLICABLE) Criminal		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Dallas, TX		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 28 (DEC 15)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	11	55	
	Constitution (CON)	11	55	
	Dexterity (DEX)	12	60	
	Intelligence (INT)	12	60	
	Power (POW)	14	70	Stoic
	Charisma (CHA)	12	60	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		11	
	Willpower Points (WP)		14	
Sanity Points (SAN)		70		
Breaking Point (BP)		56		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		12
		12
		12
		12
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	50	<input type="checkbox"/> Forensics (0%)	20	<input type="checkbox"/> Science (0%):	20
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	50
			<input type="checkbox"/> HUMINT (10%)	30	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)	20	<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	50	<input type="checkbox"/> Medicine (0%)	20	<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	10	<input type="checkbox"/> Melee Weapons (30%)	40	<input type="checkbox"/> Unarmed Combat (40%)	50
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):	20	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):	20	<input type="checkbox"/> Navigate (10%)	50	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	60	<input type="checkbox"/> Occult (10%)	30	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	50	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	50	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	40	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	50			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	60	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=0

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

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	50%		1D4-1				
	(b) Knife	40%		1D4	3			
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY		
		19. SPECIAL TRAINING	SKILL OR STAT USED	
Please indicate why this agent was recruited and why the agent agreed to be recruited.				

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL SPEIGHTS, Logan		2. PROFESSION (RANK IF APPLICABLE) Criminal		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Laurel, MD		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 43 (MAY 3)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	12	60	
	Constitution (CON)	11	55	
	Dexterity (DEX)	10	50	
	Intelligence (INT)	14	70	Perceptive
	Power (POW)	15	75	Forbearing
	Charisma (CHA)	10	50	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		12	
	Willpower Points (WP)		15	
Sanity Points (SAN)		75		
Breaking Point (BP)		60		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		10
		10
		10
		10
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	50	<input type="checkbox"/> Forensics (0%)	20	<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	30	<input type="checkbox"/> Search (20%)	40
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	50
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)	20	<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	50	<input type="checkbox"/> Medicine (0%)	20	<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	10	<input type="checkbox"/> Melee Weapons (30%)	40	<input type="checkbox"/> Unarmed Combat (40%)	50
	<input type="checkbox"/> Computer Science (0%)	20	<input type="checkbox"/> Military Science (0%):	20	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):	20	<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	60	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)	40	<input type="checkbox"/> Persuade (20%)	50	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)	40	<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	40	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	50			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	40	<input type="checkbox"/> Psychotherapy (10%)	30	<input type="checkbox"/>	

DB=0

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

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	50%		1D4-1				
	(b) Brass Knuckles	50%		1D4				
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY		
		19. SPECIAL TRAINING	SKILL OR STAT USED	
Please indicate why this agent was recruited and why the agent agreed to be recruited.				

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL ZHENG, Domonique		2. PROFESSION (RANK IF APPLICABLE) Criminal		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Sacramento, CA		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 41 (OCT 11)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	12	60	
	Constitution (CON)	14	70	Robust
	Dexterity (DEX)	13	65	Lithe
	Intelligence (INT)	16	80	Cunning
	Power (POW)	11	55	
	Charisma (CHA)	10	50	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		13	
	Willpower Points (WP)		11	
Sanity Points (SAN)		55		
Breaking Point (BP)		44		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		10
		10
		10
		10
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <i>adapted</i> Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <i>adapted</i>		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	30	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	70	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	70
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)	20	<input type="checkbox"/> Law (0%)	20	<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	50	<input type="checkbox"/> Medicine (0%)	20	<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	10	<input type="checkbox"/> Melee Weapons (30%)	40	<input type="checkbox"/> Unarmed Combat (40%)	50
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):	20	<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	60	<input type="checkbox"/> Occult (10%)	50	<input type="checkbox"/>	40
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	70	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	60	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	50			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	40	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=0

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

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	50%		1D4-1				
	(b) Machete	40%		1D8				
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY	
		19. SPECIAL TRAINING	SKILL OR STAT USED
Please indicate why this agent was recruited and why the agent agreed to be recruited.			

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL CAVANAUGH, Nathaniel		2. PROFESSION (RANK IF APPLICABLE) Criminal		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Marathon, IA		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 30 (JUL 16)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	15	75	Powerful
	Constitution (CON)	11	55	
	Dexterity (DEX)	14	70	Deft
	Intelligence (INT)	10	50	
	Power (POW)	12	60	
	Charisma (CHA)	10	50	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		13	
	Willpower Points (WP)		12	
Sanity Points (SAN)		60		
Breaking Point (BP)		48		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		10
		10
		10
		10
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	70	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	40
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	30	<input type="checkbox"/> Stealth (10%)	50
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)	20	<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	50	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	10	<input type="checkbox"/> Melee Weapons (30%)	60	<input type="checkbox"/> Unarmed Combat (40%)	50
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	80	<input type="checkbox"/> Occult (10%)	50	<input type="checkbox"/>	60
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	50	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	40	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	70			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	60	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=1

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

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	50%		1D4				
	(b) Brass Knuckles	50%		1D4+1				
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY	
		19. SPECIAL TRAINING	SKILL OR STAT USED
		Please indicate why this agent was recruited and why the agent agreed to be recruited.	

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL BUTTREY, Genevieve		2. PROFESSION (RANK IF APPLICABLE) Criminal		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Hatton, KY		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 38 (AUG 28)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	12	60	
	Constitution (CON)	12	60	
	Dexterity (DEX)	13	65	Agile
	Intelligence (INT)	11	55	
	Power (POW)	11	55	
	Charisma (CHA)	13	65	Friendly
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		12	
	Willpower Points (WP)		11	
Sanity Points (SAN)		55		
Breaking Point (BP)		44		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		13
		13
		13
		13
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	50	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)	20	<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	50
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)	40	<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	70	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	30	<input type="checkbox"/> Melee Weapons (30%)	40	<input type="checkbox"/> Unarmed Combat (40%)	50
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	60	<input type="checkbox"/> Occult (10%)	70	<input type="checkbox"/>	20
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	70	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	50	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	60	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	50			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	40	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=0

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

THIS IS A WORK OF FICTION

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	50%		1D4-1				
	(b) Machete	40%		1D8				
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY		
		19. SPECIAL TRAINING	SKILL OR STAT USED	
Please indicate why this agent was recruited and why the agent agreed to be recruited.				

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL REYER, Eugene		2. PROFESSION (RANK IF APPLICABLE) Criminal		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Oak Brook, IL		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 40 (MAY 15)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	12	60	
	Constitution (CON)	12	60	
	Dexterity (DEX)	7	35	Graceless
	Intelligence (INT)	11	55	
	Power (POW)	17	85	Imperturbable
	Charisma (CHA)	7	35	Silent
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		12	
	Willpower Points (WP)		17	
Sanity Points (SAN)		85		
Breaking Point (BP)		68		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		7
		7
		7
		7
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	30	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	50	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	20
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	30	<input type="checkbox"/> Stealth (10%)	50
			<input type="checkbox"/> HUMINT (10%)	50	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)	20	<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	50	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	30	<input type="checkbox"/> Melee Weapons (30%)	40	<input type="checkbox"/> Unarmed Combat (40%)	70
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	70	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	60	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)	20	<input type="checkbox"/> Persuade (20%)	50	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	40	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	70			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	40	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=0

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

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	70%		1D4-1				
	(b) Knife	40%		1D4	3			
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY	
		19. SPECIAL TRAINING	SKILL OR STAT USED
Please indicate why this agent was recruited and why the agent agreed to be recruited.			

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL FIFER, Shara		2. PROFESSION (RANK IF APPLICABLE) Criminal		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Coral Springs, FL		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 50 (MAR 4)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	10	50	
	Constitution (CON)	17	85	Tough
	Dexterity (DEX)	13	65	Slick
	Intelligence (INT)	14	70	Crafty
	Power (POW)	10	50	
	Charisma (CHA)	8	40	Offhand
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		14	
	Willpower Points (WP)		10	
Sanity Points (SAN)		50		
Breaking Point (BP)		40		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS		SCORE
			8
			8
			8
			8
	12. MOTIVATIONS AND MENTAL DISORDERS		
	13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted			

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	50	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)	20	<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	20
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	50
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)	20	<input type="checkbox"/> Law (0%)	20	<input type="checkbox"/> Survival (10%)	30
	<input type="checkbox"/> Athletics (30%)	50	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	10	<input type="checkbox"/> Melee Weapons (30%)	60	<input type="checkbox"/> Unarmed Combat (40%)	50
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	60	<input type="checkbox"/> Occult (10%)	30	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	70	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	50	<input type="checkbox"/> Pharmacy (0%)	40	<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	40	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	50			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	60	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=0

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

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	50%		1D4-1				
	(b) Medium Pistol	60%	15m	1D10				15
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY	
		19. SPECIAL TRAINING	SKILL OR STAT USED
		Please indicate why this agent was recruited and why the agent agreed to be recruited.	

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL BACKLUND, Hector		2. PROFESSION (RANK IF APPLICABLE) Criminal		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Armour, SD		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 55 (AUG 28)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	10	50	
	Constitution (CON)	12	60	
	Dexterity (DEX)	14	70	Deft
	Intelligence (INT)	10	50	
	Power (POW)	11	55	
	Charisma (CHA)	15	75	Affable
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		11	
	Willpower Points (WP)		11	
Sanity Points (SAN)		55		
Breaking Point (BP)		44		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		15
		15
		15
		15
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	50	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)	20	<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):	20	<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	50
			<input type="checkbox"/> HUMINT (10%)	30	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)	20	<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	50	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	30	<input type="checkbox"/> Melee Weapons (30%)	40	<input type="checkbox"/> Unarmed Combat (40%)	50
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	80	<input type="checkbox"/> Occult (10%)	50	<input type="checkbox"/>	40
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	70	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	40	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	70			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	60	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=0

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

THIS IS A WORK OF FICTION

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	50%		1D4-1				
	(b) Machete	40%		1D8				
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY	
		19. SPECIAL TRAINING	SKILL OR STAT USED
Please indicate why this agent was recruited and why the agent agreed to be recruited.			

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL MONTAGNA, Jamila		2. PROFESSION (RANK IF APPLICABLE) Criminal		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Galva, IL		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 29 (SEP 9)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	8	40	Puny
	Constitution (CON)	14	70	Resilient
	Dexterity (DEX)	10	50	
	Intelligence (INT)	17	85	Genius
	Power (POW)	10	50	
	Charisma (CHA)	13	65	Likable
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		11	
	Willpower Points (WP)		10	
Sanity Points (SAN)		50		
Breaking Point (BP)		40		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		13
		13
		13
		13
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	50	<input type="checkbox"/> Forensics (0%)	20	<input type="checkbox"/> Science (0%):	20
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)	20	<input type="checkbox"/> SIGINT (0%)	20
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	30	<input type="checkbox"/> Stealth (10%)	50
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)	20	<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	50	<input type="checkbox"/> Medicine (0%)	20	<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	10	<input type="checkbox"/> Melee Weapons (30%)	60	<input type="checkbox"/> Unarmed Combat (40%)	50
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	60	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	40
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	50	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)	40	<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	40	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	70			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	40	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=-1

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

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	50%		1D4-2				
	(b) Knife	60%		1D4-1	3			
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY	
		19. SPECIAL TRAINING	SKILL OR STAT USED
		Please indicate why this agent was recruited and why the agent agreed to be recruited.	

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL BEEDLE, Darell		2. PROFESSION (RANK IF APPLICABLE) Criminal		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Oregon, WI		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 32 (JUL 26)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES	PSYCHOLOGICAL DATA	11. BONDS	SCORE	
	Strength (STR)	12	60				11	
	Constitution (CON)	14	70	Perfect health			11	
	Dexterity (DEX)	10	50				11	
	Intelligence (INT)	15	75	Ingenious			11	
	Power (POW)	10	50					
	Charisma (CHA)	11	55					
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT		12. MOTIVATIONS AND MENTAL DISORDERS		
	Hit Points (HP)		13					
	Willpower Points (WP)		10					
Sanity Points (SAN)		50						
Breaking Point (BP)		40						
10. PHYSICAL DESCRIPTION				13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE				
				Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted				

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	50	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	30	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):	20	<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	70
			<input type="checkbox"/> HUMINT (10%)	70	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)	40	<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	50	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	40
	<input type="checkbox"/> Bureaucracy (10%)	10	<input type="checkbox"/> Melee Weapons (30%)	40	<input type="checkbox"/> Unarmed Combat (40%)	50
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	80	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	20
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	50	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	50	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	40	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	50			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	40	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

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

DB=0

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	50%		1D4-1				
	(b) Heavy Pistol	40%	20m	1D12				10
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY	
		19. SPECIAL TRAINING	SKILL OR STAT USED
		Please indicate why this agent was recruited and why the agent agreed to be recruited.	

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL HOCKING, Rosemarie		2. PROFESSION (RANK IF APPLICABLE) Criminal		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) South Deerfield, MA		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 36 (JAN 8)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	16	80	Powerful
	Constitution (CON)	18	90	Tough
	Dexterity (DEX)	13	65	Agile
	Intelligence (INT)	14	70	Canny
	Power (POW)	13	65	Unflinching
	Charisma (CHA)	13	65	Prepossessing
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		17	
	Willpower Points (WP)		13	
Sanity Points (SAN)		65		
Breaking Point (BP)		52		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		13
		13
		13
		13
	12. MOTIVATIONS AND MENTAL DISORDERS	
	13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE	
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	50	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	30	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)	20	<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	70
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)	20	<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	50	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	10	<input type="checkbox"/> Melee Weapons (30%)	40	<input type="checkbox"/> Unarmed Combat (40%)	50
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):	20	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):	40	<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	60	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	20
	<input type="checkbox"/> Demolitions (0%)	60	<input type="checkbox"/> Persuade (20%)	50	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	60	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	50			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	60	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=1

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

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	50%		1D4				
	(b) Light Pistol	60%	10m	1D8				7
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY	
		19. SPECIAL TRAINING	SKILL OR STAT USED
		Please indicate why this agent was recruited and why the agent agreed to be recruited.	

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL RICKEY, Rex		2. PROFESSION (RANK IF APPLICABLE) Criminal		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Mc Cool, MS		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 25 (DEC 2)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	x5	DISTINGUISHING FEATURES	PSYCHOLOGICAL DATA	11. BONDS	SCORE
	Strength (STR)	11	55				12
	Constitution (CON)	12	60				12
	Dexterity (DEX)	13	65	Quick footed			12
	Intelligence (INT)	11	55				12
	Power (POW)	13	65	Forbearing			
	Charisma (CHA)	12	60				
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT		12. MOTIVATIONS AND MENTAL DISORDERS	
	Hit Points (HP)		12				
	Willpower Points (WP)		13				
Sanity Points (SAN)		65					
Breaking Point (BP)		52					
10. PHYSICAL DESCRIPTION				13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE			
				Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted			

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	30
	<input type="checkbox"/> Alertness (20%)	50	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	40
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	20
	<input type="checkbox"/> Art (0%):	20	<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	50
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)	40	<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	50	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	30	<input type="checkbox"/> Melee Weapons (30%)	40	<input type="checkbox"/> Unarmed Combat (40%)	70
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	50	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	60	<input type="checkbox"/> Occult (10%)	30	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	50	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)	40	<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	40	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	50			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	40	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

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

DB=0

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	70%		1D4-1				
	(b) Light Pistol	40%	10m	1D8				7
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY	
		19. SPECIAL TRAINING	SKILL OR STAT USED
		Please indicate why this agent was recruited and why the agent agreed to be recruited.	

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL NORCROSS, Vicky		2. PROFESSION (RANK IF APPLICABLE) Criminal		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Lane, SC		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 44 (JAN 6)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	8	40	Weak
	Constitution (CON)	10	50	
	Dexterity (DEX)	17	85	Quick
	Intelligence (INT)	13	65	Ingenious
	Power (POW)	14	70	Stoic
	Charisma (CHA)	10	50	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		9	
	Willpower Points (WP)		14	
Sanity Points (SAN)		70		
Breaking Point (BP)		56		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		10
		10
		10
		10
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	50	<input type="checkbox"/> Forensics (0%)	20	<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	50
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)	40	<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	50	<input type="checkbox"/> Medicine (0%)	20	<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	10	<input type="checkbox"/> Melee Weapons (30%)	40	<input type="checkbox"/> Unarmed Combat (40%)	50
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	30	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	80	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	40
	<input type="checkbox"/> Demolitions (0%)	40	<input type="checkbox"/> Persuade (20%)	50	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	30	<input type="checkbox"/> Pharmacy (0%)	20	<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	40	<input type="checkbox"/> Pilot (0%):	20	<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	50			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	40	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=-1

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

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	50%		1D4-2				
	(b) Light Pistol	40%	10m	1D8				7
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY		
		19. SPECIAL TRAINING	SKILL OR STAT USED	
Please indicate why this agent was recruited and why the agent agreed to be recruited.				

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL MCDONOUGH, Jorge			2. PROFESSION (RANK IF APPLICABLE) Criminal		
	3. EMPLOYER			4. NATIONALITY (U.S.A.) Malvern, AR		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____		6. AGE AND D.O.B. 45 (FEB 22)		7. EDUCATION AND OCCUPATIONAL HISTORY	

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	9	45	
	Constitution (CON)	13	65	Fit
	Dexterity (DEX)	13	65	Lithe
	Intelligence (INT)	10	50	
	Power (POW)	14	70	Unflinching
	Charisma (CHA)	7	35	Self conscious
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		11	
	Willpower Points (WP)		14	
Sanity Points (SAN)		70		
Breaking Point (BP)		56		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS		SCORE
			7
			7
			7
			7
	12. MOTIVATIONS AND MENTAL DISORDERS		
	13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted			

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	50	<input type="checkbox"/> Forensics (0%)	20	<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	30	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	50
			<input type="checkbox"/> HUMINT (10%)	30	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)	20	<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	50	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	10	<input type="checkbox"/> Melee Weapons (30%)	40	<input type="checkbox"/> Unarmed Combat (40%)	50
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):	20	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	30	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	60	<input type="checkbox"/> Occult (10%)	50	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	50	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	50	<input type="checkbox"/> Pharmacy (0%)	20	<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	60	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	50			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	40	<input type="checkbox"/> Psychotherapy (10%)	30	<input type="checkbox"/>	

DB=0

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

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	50%		1D4-1				
	(b) Knife	40%		1D4	3			
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY		
		19. SPECIAL TRAINING	SKILL OR STAT USED	
Please indicate why this agent was recruited and why the agent agreed to be recruited.				

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL BRACK, Edith		2. PROFESSION (RANK IF APPLICABLE) Criminal		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) West Hazleton, PA		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 49 (NOV 3)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES	PSYCHOLOGICAL DATA	11. BONDS	SCORE	
	Strength (STR)	13	65	Brawny			8	
	Constitution (CON)	10	50				8	
	Dexterity (DEX)	14	70	Quick footed			8	
	Intelligence (INT)	10	50				8	
	Power (POW)	17	85	Imperturbable				
	Charisma (CHA)	8	40	Awkward				
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT		12. MOTIVATIONS AND MENTAL DISORDERS		
	Hit Points (HP)		12					
	Willpower Points (WP)		17					
Sanity Points (SAN)		85						
Breaking Point (BP)		68						
10. PHYSICAL DESCRIPTION					13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE			
					Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <i>adapted</i> Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <i>adapted</i>			

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	50	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)	20	<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	50
			<input type="checkbox"/> HUMINT (10%)	70	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)	40	<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	70	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	10	<input type="checkbox"/> Melee Weapons (30%)	60	<input type="checkbox"/> Unarmed Combat (40%)	50
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):	40	<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	60	<input type="checkbox"/> Occult (10%)	30	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	70	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	30	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	40	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	50			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	40	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

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

DB=1

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	50%		1D4				
	(b) Light Pistol	40%	10m	1D8				7
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY	
		19. SPECIAL TRAINING	SKILL OR STAT USED
		Please indicate why this agent was recruited and why the agent agreed to be recruited.	

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL MIERA, Winston		2. PROFESSION (RANK IF APPLICABLE) Criminal		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Larkslane, KY		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 28 (JUN 11)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	12	60	
	Constitution (CON)	10	50	
	Dexterity (DEX)	11	55	
	Intelligence (INT)	14	70	Cunning
	Power (POW)	10	50	
	Charisma (CHA)	15	75	Charming
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		11	
	Willpower Points (WP)		10	
Sanity Points (SAN)		50		
Breaking Point (BP)		40		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		15
		15
		15
		15
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	70	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	70
			<input type="checkbox"/> HUMINT (10%)	50	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)	40	<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	50	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	40
	<input type="checkbox"/> Bureaucracy (10%)	10	<input type="checkbox"/> Melee Weapons (30%)	40	<input type="checkbox"/> Unarmed Combat (40%)	50
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):	40	<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	60	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)	20	<input type="checkbox"/> Persuade (20%)	50	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	30	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	60	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	50			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	40	<input type="checkbox"/> Psychotherapy (10%)	30	<input type="checkbox"/>	

DB=0

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

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	50%		1D4-1				
	(b) Light Pistol	40%	10m	1D8				7
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY	
		19. SPECIAL TRAINING	SKILL OR STAT USED
Please indicate why this agent was recruited and why the agent agreed to be recruited.			

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL ULLRICH, Malissa		2. PROFESSION (RANK IF APPLICABLE) Criminal		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Crook, CO		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 32 (JUN 15)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	10	50	
	Constitution (CON)	14	70	Fit
	Dexterity (DEX)	10	50	
	Intelligence (INT)	10	50	
	Power (POW)	11	55	
	Charisma (CHA)	10	50	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		12	
	Willpower Points (WP)		11	
Sanity Points (SAN)		55		
Breaking Point (BP)		44		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		10
		10
		10
		10
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	70	<input type="checkbox"/> Forensics (0%)	20	<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	40
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	50
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)	40	<input type="checkbox"/> Survival (10%)	30
	<input type="checkbox"/> Athletics (30%)	50	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	10	<input type="checkbox"/> Melee Weapons (30%)	40	<input type="checkbox"/> Unarmed Combat (40%)	50
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	30	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	60	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)	40	<input type="checkbox"/> Persuade (20%)	50	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)	40	<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	60	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	70			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	40	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=0

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

THIS IS A WORK OF FICTION

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	50%		1D4-1				
	(b) Medium Pistol	40%	15m	1D10				15
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY	
		19. SPECIAL TRAINING	SKILL OR STAT USED
		Please indicate why this agent was recruited and why the agent agreed to be recruited.	

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL MCKELLAR, Mike		2. PROFESSION (RANK IF APPLICABLE) Criminal		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) S Coffeyville, OK		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 52 (MAY 26)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	12	60	
	Constitution (CON)	11	55	
	Dexterity (DEX)	11	55	
	Intelligence (INT)	12	60	
	Power (POW)	13	65	Forbearing
	Charisma (CHA)	13	65	Prepossessing
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		12	
	Willpower Points (WP)		13	
Sanity Points (SAN)		65		
Breaking Point (BP)		52		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		13
		13
		13
		13
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	70	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	50
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)	20	<input type="checkbox"/> Law (0%)	20	<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	70	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	10	<input type="checkbox"/> Melee Weapons (30%)	40	<input type="checkbox"/> Unarmed Combat (40%)	50
	<input type="checkbox"/> Computer Science (0%)	20	<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	50	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	80	<input type="checkbox"/> Occult (10%)	30	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	50	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	50	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	60	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	70			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	40	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=0

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

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	50%		1D4-1				
	(b) Light Pistol	40%	10m	1D8				7
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY	
		19. SPECIAL TRAINING	SKILL OR STAT USED
		Please indicate why this agent was recruited and why the agent agreed to be recruited.	

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL YARBROUGH, Marisol		2. PROFESSION (RANK IF APPLICABLE) Criminal		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Wamsutter, WY		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 39 (AUG 9)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	7	35	Puny
	Constitution (CON)	11	55	
	Dexterity (DEX)	14	70	Quick footed
	Intelligence (INT)	15	75	Crafty
	Power (POW)	15	75	Brave
	Charisma (CHA)	15	75	Charming
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		9	
	Willpower Points (WP)		15	
Sanity Points (SAN)		75		
Breaking Point (BP)		60		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		15
		15
		15
		15
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	50	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	20
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	30	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)	20	<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	50
			<input type="checkbox"/> HUMINT (10%)	50	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)	20	<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	50	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	40
	<input type="checkbox"/> Bureaucracy (10%)	10	<input type="checkbox"/> Melee Weapons (30%)	60	<input type="checkbox"/> Unarmed Combat (40%)	50
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	70	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	60	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	50	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	30	<input type="checkbox"/> Pharmacy (0%)	20	<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	40	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	50			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	40	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=-1

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

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	50%		1D4-2				
	(b) Baseball bat	60%		1D6-1				
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY		
			19. SPECIAL TRAINING	SKILL OR STAT USED
Please indicate why this agent was recruited and why the agent agreed to be recruited.				

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL ALEMAN, Travis		2. PROFESSION (RANK IF APPLICABLE) Criminal		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Morrisdale, PA		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 34 (AUG 17)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	11	55	
	Constitution (CON)	13	65	Fit
	Dexterity (DEX)	12	60	
	Intelligence (INT)	11	55	
	Power (POW)	13	65	Forbearing
	Charisma (CHA)	12	60	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		12	
	Willpower Points (WP)		13	
Sanity Points (SAN)		65		
Breaking Point (BP)		52		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		12
		12
		12
		12
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	30	<input type="checkbox"/> First Aid (10%)	30	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	50	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)	20	<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	50
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)	20	<input type="checkbox"/> Law (0%)	20	<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	50	<input type="checkbox"/> Medicine (0%)	20	<input type="checkbox"/> Swim (20%)	40
	<input type="checkbox"/> Bureaucracy (10%)	10	<input type="checkbox"/> Melee Weapons (30%)	40	<input type="checkbox"/> Unarmed Combat (40%)	50
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):	40	<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	60	<input type="checkbox"/> Occult (10%)	30	<input type="checkbox"/>	40
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	50	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	40	<input type="checkbox"/> Pilot (0%):	20	<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	50			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	40	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

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

DB=0

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	50%		1D4-1				
	(b) Combat Knife	40%		1D6	3			
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY	
		19. SPECIAL TRAINING	SKILL OR STAT USED
		Please indicate why this agent was recruited and why the agent agreed to be recruited.	

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL TRUESDALE, Leigh		2. PROFESSION (RANK IF APPLICABLE) Criminal		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Buffalo, NY		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 41 (NOV 10)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	11	55	
	Constitution (CON)	12	60	
	Dexterity (DEX)	10	50	
	Intelligence (INT)	10	50	
	Power (POW)	15	75	Calm
	Charisma (CHA)	14	70	Approachable
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		12	
	Willpower Points (WP)		15	
Sanity Points (SAN)		75		
Breaking Point (BP)		60		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		14
		14
		14
		14
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	50	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)	20	<input type="checkbox"/> Heavy Machinery (10%)	30	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	50
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)	20	<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	50	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	10	<input type="checkbox"/> Melee Weapons (30%)	60	<input type="checkbox"/> Unarmed Combat (40%)	50
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):	40	<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	80	<input type="checkbox"/> Occult (10%)	50	<input type="checkbox"/>	20
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	70	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)	20	<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	40	<input type="checkbox"/> Pilot (0%):	20	<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	50			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	40	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=0

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

THIS IS A WORK OF FICTION

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	50%		1D4-1				
	(b) Light Pistol	40%	10m	1D8				7
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY	
		19. SPECIAL TRAINING	SKILL OR STAT USED
		Please indicate why this agent was recruited and why the agent agreed to be recruited.	

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL VASBINDER, Milton		2. PROFESSION (RANK IF APPLICABLE) Criminal		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Alhambra, CA		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 34 (DEC 20)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	13	65	Powerful
	Constitution (CON)	12	60	
	Dexterity (DEX)	11	55	
	Intelligence (INT)	13	65	Quick witted
	Power (POW)	11	55	
	Charisma (CHA)	12	60	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		12	
	Willpower Points (WP)		11	
Sanity Points (SAN)		55		
Breaking Point (BP)		44		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		12
		12
		12
		12
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	50	<input type="checkbox"/> Forensics (0%)	20	<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	50
			<input type="checkbox"/> HUMINT (10%)	30	<input type="checkbox"/> Surgery (0%)	20
	<input type="checkbox"/> Artillery (0%)	20	<input type="checkbox"/> Law (0%)	20	<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	50	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	10	<input type="checkbox"/> Melee Weapons (30%)	40	<input type="checkbox"/> Unarmed Combat (40%)	50
	<input type="checkbox"/> Computer Science (0%)	20	<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):	60	<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	60	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	20
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	50	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	30	<input type="checkbox"/> Pharmacy (0%)	40	<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	40	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	50			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	40	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=1

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

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	50%		1D4				
	(b) Knife	40%		1D4+1	3			
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY		
			19. SPECIAL TRAINING	SKILL OR STAT USED
Please indicate why this agent was recruited and why the agent agreed to be recruited.				

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL HIGHSMITH, Melissa		2. PROFESSION (RANK IF APPLICABLE) Criminal		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Bayberry, NY		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 25 (OCT 10)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	15	75	Brawny
	Constitution (CON)	12	60	
	Dexterity (DEX)	18	90	Razor sharp
	Intelligence (INT)	13	65	Canny
	Power (POW)	14	70	Strong-willed
	Charisma (CHA)	14	70	Friendly
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		14	
	Willpower Points (WP)		14	
Sanity Points (SAN)		70		
Breaking Point (BP)		56		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		14
		14
		14
		14
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	50	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):	20	<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	50
			<input type="checkbox"/> HUMINT (10%)	70	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)	20	<input type="checkbox"/> Survival (10%)	30
	<input type="checkbox"/> Athletics (30%)	50	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	40
	<input type="checkbox"/> Bureaucracy (10%)	10	<input type="checkbox"/> Melee Weapons (30%)	40	<input type="checkbox"/> Unarmed Combat (40%)	50
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):	20	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	80	<input type="checkbox"/> Occult (10%)	50	<input type="checkbox"/>	20
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	50	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	40	<input type="checkbox"/> Pilot (0%):	20	<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	50			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	40	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=1

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

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR								
	Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.								
	16.	WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a)	Unarmed	50%		1D4				
	(b)	Machete	40%		1D8+1				
	(c)								
	(d)								
	(e)								
	(f)								
	(g)								

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY	
		19. SPECIAL TRAINING	SKILL OR STAT USED
		Please indicate why this agent was recruited and why the agent agreed to be recruited.	

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL GLASPER, Korey		2. PROFESSION (RANK IF APPLICABLE) Criminal		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Glennville, CA		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 41 (APR 20)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	9	45	
	Constitution (CON)	9	45	
	Dexterity (DEX)	11	55	
	Intelligence (INT)	8	40	Oblivious
	Power (POW)	15	75	Forbearing
	Charisma (CHA)	9	45	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		9	
	Willpower Points (WP)		15	
Sanity Points (SAN)		75		
Breaking Point (BP)		60		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		9
		9
		9
		9
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	30	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	50	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	40
	<input type="checkbox"/> Archeology (0%)	20	<input type="checkbox"/> Heavy Weapons (0%)	20	<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	50
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)	40	<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	70	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	10	<input type="checkbox"/> Melee Weapons (30%)	40	<input type="checkbox"/> Unarmed Combat (40%)	50
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):	20	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	60	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	20
	<input type="checkbox"/> Demolitions (0%)	40	<input type="checkbox"/> Persuade (20%)	50	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)	40	<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	40	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	50			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	40	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=0

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

THIS IS A WORK OF FICTION

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	50%		1D4-1				
	(b) Machete	40%		1D8				
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY		
			19. SPECIAL TRAINING	SKILL OR STAT USED
Please indicate why this agent was recruited and why the agent agreed to be recruited.				

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL ALLSUP, Barbara		2. PROFESSION (RANK IF APPLICABLE) Criminal		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Bridge City, LA		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 46 (JUN 23)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	8	40	Weak
	Constitution (CON)	10	50	
	Dexterity (DEX)	13	65	Deft
	Intelligence (INT)	14	70	Astute
	Power (POW)	17	85	Indomitable
	Charisma (CHA)	10	50	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		9	
	Willpower Points (WP)		17	
Sanity Points (SAN)		85		
Breaking Point (BP)		68		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		10
		10
		10
		10
	12. MOTIVATIONS AND MENTAL DISORDERS	
	13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE	
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	70	<input type="checkbox"/> Forensics (0%)	20	<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):	20	<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	50
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)	20	<input type="checkbox"/> Law (0%)	20	<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	50	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	40
	<input type="checkbox"/> Bureaucracy (10%)	10	<input type="checkbox"/> Melee Weapons (30%)	60	<input type="checkbox"/> Unarmed Combat (40%)	50
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	50	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	60	<input type="checkbox"/> Occult (10%)	50	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	50	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	40	<input type="checkbox"/> Pilot (0%):	20	<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	50			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	60	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=-1

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

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	50%		1D4-2				
	(b) Medium Pistol	60%	15m	1D10				15
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY	
		19. SPECIAL TRAINING	SKILL OR STAT USED
		Please indicate why this agent was recruited and why the agent agreed to be recruited.	

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL SOLTERO, Lukas		2. PROFESSION (RANK IF APPLICABLE) Criminal		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Paullina, IA		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 46 (APR 26)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	14	70	Brawny
	Constitution (CON)	13	65	Fit
	Dexterity (DEX)	15	75	Agile
	Intelligence (INT)	13	65	Sharp
	Power (POW)	11	55	
	Charisma (CHA)	16	80	Affable
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		14	
	Willpower Points (WP)		11	
Sanity Points (SAN)		55		
Breaking Point (BP)		44		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		16
		16
		16
		16
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	30	<input type="checkbox"/> Ride (10%)	30
	<input type="checkbox"/> Alertness (20%)	50	<input type="checkbox"/> Forensics (0%)	20	<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	30	<input type="checkbox"/> Search (20%)	40
	<input type="checkbox"/> Archeology (0%)	20	<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	70
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)	20	<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	50	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	10	<input type="checkbox"/> Melee Weapons (30%)	40	<input type="checkbox"/> Unarmed Combat (40%)	50
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	60	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)	40	<input type="checkbox"/> Persuade (20%)	50	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)	40	<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	40	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	50			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	40	<input type="checkbox"/> Psychotherapy (10%)	30	<input type="checkbox"/>	

DB=1

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

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	50%		1D4				
	(b) Combat Knife	40%		1D6+1	3			
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY		
			19. SPECIAL TRAINING	SKILL OR STAT USED
	Please indicate why this agent was recruited and why the agent agreed to be recruited.			

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL LAROSA, Porsha		2. PROFESSION (RANK IF APPLICABLE) Criminal		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Camden, MI		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 53 (OCT 7)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	10	50	
	Constitution (CON)	12	60	
	Dexterity (DEX)	15	75	Slick
	Intelligence (INT)	14	70	Sharp
	Power (POW)	10	50	
	Charisma (CHA)	11	55	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		11	
	Willpower Points (WP)		10	
Sanity Points (SAN)		50		
Breaking Point (BP)		40		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		11
		11
		11
		11
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	70	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	50
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)	20	<input type="checkbox"/> Law (0%)	20	<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	50	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	10	<input type="checkbox"/> Melee Weapons (30%)	40	<input type="checkbox"/> Unarmed Combat (40%)	50
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):	20	<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	80	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	60
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	70	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	70	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	40	<input type="checkbox"/> Pilot (0%):	20	<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	50			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	40	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=0

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

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	50%		1D4-1				
	(b) Baseball bat	40%		1D6				
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY		
		19. SPECIAL TRAINING	SKILL OR STAT USED	
Please indicate why this agent was recruited and why the agent agreed to be recruited.				

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL ROGOWSKI, Myron		2. PROFESSION (RANK IF APPLICABLE) Criminal		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Flintridge, CA		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 26 (JUN 23)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	9	45	
	Constitution (CON)	14	70	Resistant
	Dexterity (DEX)	13	65	Lite
	Intelligence (INT)	13	65	Perceptive
	Power (POW)	11	55	
	Charisma (CHA)	12	60	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		12	
	Willpower Points (WP)		11	
Sanity Points (SAN)		55		
Breaking Point (BP)		44		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		12
		12
		12
		12
	12. MOTIVATIONS AND MENTAL DISORDERS	
	13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE	
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	50	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)	20	<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	20
	<input type="checkbox"/> Art (0%):	20	<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	50
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)	20	<input type="checkbox"/> Law (0%)	20	<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	50	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	40
	<input type="checkbox"/> Bureaucracy (10%)	10	<input type="checkbox"/> Melee Weapons (30%)	40	<input type="checkbox"/> Unarmed Combat (40%)	50
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):	20	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	60	<input type="checkbox"/> Occult (10%)	50	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	50	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	50	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	40	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	70			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	60	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=0

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

THIS IS A WORK OF FICTION

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	50%		1D4-1				
	(b) Heavy Pistol	60%	20m	1D12				10
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY	
		19. SPECIAL TRAINING	SKILL OR STAT USED
		Please indicate why this agent was recruited and why the agent agreed to be recruited.	

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL CASTELLANOS, Tami		2. PROFESSION (RANK IF APPLICABLE) Engineer		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Tracy, IA		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 34 (APR 1)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	11	55	
	Constitution (CON)	12	60	
	Dexterity (DEX)	13	65	Slick
	Intelligence (INT)	12	60	
	Power (POW)	11	55	
	Charisma (CHA)	13	65	Approachable
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		12	
	Willpower Points (WP)		11	
Sanity Points (SAN)		55		
Breaking Point (BP)		44		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		13
		13
		13
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	50	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	30
	<input type="checkbox"/> Alertness (20%)	20	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (10%)	40
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	30	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	40
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	30	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)	20	<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	50	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	40
	<input type="checkbox"/> Computer Science (0%)	60	<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Electrician Electrician Mechanic Microelectronics	30 30 30 40	<input type="checkbox"/> Navigate (10%)	30	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	30	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	40
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	20	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	40			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	20	<input type="checkbox"/> Psychotherapy (10%)	30	<input type="checkbox"/>	

DB=0

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

THIS IS A WORK OF FICTION

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	40%		1D4-1				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY
		19. SPECIAL TRAINING
		SKILL OR STAT USED

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL ALVARDO, Alex		2. PROFESSION (RANK IF APPLICABLE) Engineer		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Anthony, KS		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 48 (JUL 1)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	14	70	Brawny
	Constitution (CON)	15	75	Robust
	Dexterity (DEX)	10	50	
	Intelligence (INT)	12	60	
	Power (POW)	10	50	
	Charisma (CHA)	11	55	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		14	
	Willpower Points (WP)		10	
Sanity Points (SAN)		50		
Breaking Point (BP)		40		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS		SCORE	
			11	
			11	
			11	
	12. MOTIVATIONS AND MENTAL DISORDERS			
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE				
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted				

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	50	<input type="checkbox"/> First Aid (10%)	30	<input type="checkbox"/> Ride (10%)	30
	<input type="checkbox"/> Alertness (20%)	20	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (10%)	40
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Mathematics	40
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Art (0%):	20	<input type="checkbox"/> History (10%)	30	<input type="checkbox"/> SIGINT (0%)	40
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Stealth (10%)	10
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)	60	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Bureaucracy (10%)	10	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Computer Science (0%)	60	<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unarmed Combat (40%)	40
	<input type="checkbox"/> Electrician	50			<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Electrician	30	<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Mechanic	30	<input type="checkbox"/> Occult (10%)	30	<input type="checkbox"/>	40
	<input type="checkbox"/> Microelectronics	40	<input type="checkbox"/> Persuade (20%)	20	<input type="checkbox"/>	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Pilot (0%):	20	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10			<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	20				
	<input type="checkbox"/> Firearms (20%)	20				

DB=1

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

THIS IS A WORK OF FICTION

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	40%		1D4				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY
		19. SPECIAL TRAINING
		SKILL OR STAT USED

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL BARTZ, Janel		2. PROFESSION (RANK IF APPLICABLE) Engineer		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Del Valle, TX		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 46 (FEB 21)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	12	60	
	Constitution (CON)	10	50	
	Dexterity (DEX)	10	50	
	Intelligence (INT)	15	75	Ingenious
	Power (POW)	11	55	
	Charisma (CHA)	14	70	Affable
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		11	
	Willpower Points (WP)		11	
Sanity Points (SAN)		55		
Breaking Point (BP)		44		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE	
		14	
		14	
		14	
	12. MOTIVATIONS AND MENTAL DISORDERS		
	13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted			

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	50	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	30
	<input type="checkbox"/> Alertness (20%)	40	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (10%) Mathematics	40
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	50	<input type="checkbox"/> Search (20%)	40
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	40
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)	40	<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	40
	<input type="checkbox"/> Bureaucracy (10%)	10	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	40
	<input type="checkbox"/> Computer Science (0%)	60	<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Electrician	30	<input type="checkbox"/> Navigate (10%)	30	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Electrician	30	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	40
	<input type="checkbox"/> Mechanic	30	<input type="checkbox"/> Persuade (20%)	40	<input type="checkbox"/>	
	<input type="checkbox"/> Microelectronics	40	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10				
	<input type="checkbox"/> Dodge (30%)	50				
	<input type="checkbox"/> Drive (20%)	40				
	<input type="checkbox"/> Firearms (20%)	20				

DB=0

THIS IS A WORK OF FICTION

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

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	40%		1D4-1				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY
		19. SPECIAL TRAINING
		SKILL OR STAT USED

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL LUM, Clay		2. PROFESSION (RANK IF APPLICABLE) Engineer		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Layton, PA		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 25 (JUN 21)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	16	80	Tough
	Constitution (CON)	16	80	Fit
	Dexterity (DEX)	8	40	Graceless
	Intelligence (INT)	13	65	Astute
	Power (POW)	17	85	Imperturbable
	Charisma (CHA)	12	60	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		16	
	Willpower Points (WP)		17	
Sanity Points (SAN)		85		
Breaking Point (BP)		68		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		12
		12
		12
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	20	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (10%)	40
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	40
	<input type="checkbox"/> Art (0%):	20	<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	30	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)	60	<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	50	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	60
	<input type="checkbox"/> Computer Science (0%)	60	<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Electrician	30	<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Electrician	30	<input type="checkbox"/> Occult (10%)	10		40
	<input type="checkbox"/> Mechanic	30	<input type="checkbox"/> Persuade (20%)	20		
	<input type="checkbox"/> Microelectronics	40	<input type="checkbox"/> Pharmacy (0%)			
	<input type="checkbox"/> Criminology (10%)	30	<input type="checkbox"/> Pilot (0%):			
	<input type="checkbox"/> Demolitions (0%)					
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Psychotherapy (10%)	30		
	<input type="checkbox"/> Dodge (30%)	50				
	<input type="checkbox"/> Drive (20%)	20				
	<input type="checkbox"/> Firearms (20%)	40				

DB=1

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

THIS IS A WORK OF FICTION

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	60%		1D4				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY	
		19. SPECIAL TRAINING	SKILL OR STAT USED
Please indicate why this agent was recruited and why the agent agreed to be recruited.			

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL VEITH, Reyna		2. PROFESSION (RANK IF APPLICABLE) Engineer		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Larkslane, KY		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 54 (DEC 13)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	12	60	
	Constitution (CON)	11	55	
	Dexterity (DEX)	11	55	
	Intelligence (INT)	12	60	
	Power (POW)	13	65	Strong-willed
	Charisma (CHA)	13	65	Prepossessing
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		12	
	Willpower Points (WP)		13	
Sanity Points (SAN)		65		
Breaking Point (BP)		52		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		13
		13
		13
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	40	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (10%)	40
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	50	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)	20	<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	40
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	30	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	20
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)	40	<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	50	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	10	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	60
	<input type="checkbox"/> Computer Science (0%)	60	<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Electrician	50	<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Electrician	30	<input type="checkbox"/> Occult (10%)	10		
	<input type="checkbox"/> Mechanic	40	<input type="checkbox"/> Persuade (20%)	20		
	<input type="checkbox"/> Microelectronics	40	<input type="checkbox"/> Pharmacy (0%)	20		
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Pilot (0%):			
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Psychotherapy (10%)	10		
	<input type="checkbox"/> Disguise (10%)	10				
	<input type="checkbox"/> Dodge (30%)	30				
	<input type="checkbox"/> Drive (20%)	20				
	<input type="checkbox"/> Firearms (20%)	20				

DB=0

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

THIS IS A WORK OF FICTION

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	60%		1D4-1				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY
		19. SPECIAL TRAINING
		SKILL OR STAT USED

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL BOHON, Jerel		2. PROFESSION (RANK IF APPLICABLE) Engineer		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Cocoa Beach, FL		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 55 (OCT 10)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	12	60	
	Constitution (CON)	11	55	
	Dexterity (DEX)	13	65	Agile
	Intelligence (INT)	13	65	Ingenious
	Power (POW)	12	60	
	Charisma (CHA)	11	55	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		12	
	Willpower Points (WP)		12	
Sanity Points (SAN)		60		
Breaking Point (BP)		48		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE	
		11	
		11	
		11	
	12. MOTIVATIONS AND MENTAL DISORDERS		
	13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted			

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	30
	<input type="checkbox"/> Alertness (20%)	20	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (10%)	40
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	50	<input type="checkbox"/> Mathematics (10%)	40
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> SIGINT (0%)	40
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Stealth (10%)	30
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)	20	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Bureaucracy (10%)	70	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Computer Science (0%)	60	<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unarmed Combat (40%)	40
	<input type="checkbox"/> Electrician (10%)	30			<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Electrician (10%)	30	<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Mechanic (10%)	30	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	40
	<input type="checkbox"/> Microelectronics (10%)	40	<input type="checkbox"/> Persuade (20%)	20	<input type="checkbox"/>	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)	20	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	30			<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	50	<input type="checkbox"/> Psychotherapy (10%)	30	<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	20			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	20			<input type="checkbox"/>	

DB=0

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

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	40%		1D4-1				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY
		19. SPECIAL TRAINING
	Please indicate why this agent was recruited and why the agent agreed to be recruited.	

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL MONN, Sharon		2. PROFESSION (RANK IF APPLICABLE) Engineer		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Lake Forest, CA		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 27 (JUL 11)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	12	60	
	Constitution (CON)	13	65	Resistant
	Dexterity (DEX)	11	55	
	Intelligence (INT)	11	55	
	Power (POW)	13	65	Brave
	Charisma (CHA)	12	60	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		12	
	Willpower Points (WP)		13	
Sanity Points (SAN)		65		
Breaking Point (BP)		52		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		12
		12
		12
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <i>adapted</i> Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <i>adapted</i>		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	30
	<input type="checkbox"/> Alertness (20%)	20	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (10%)	60
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Mathematics	40
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> SIGINT (0%)	40
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Stealth (10%)	10
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)	60	<input type="checkbox"/> Surgery (0%)	20
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Bureaucracy (10%)	70	<input type="checkbox"/> Melee Weapons (30%)	50	<input type="checkbox"/> Swim (20%)	40
	<input type="checkbox"/> Computer Science (0%)	80	<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unarmed Combat (40%)	40
	<input type="checkbox"/> Electrician	30			<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Electrician	30	<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Mechanic	40	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Microelectronics	40	<input type="checkbox"/> Persuade (20%)	20	<input type="checkbox"/>	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10			<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	20				
	<input type="checkbox"/> Firearms (20%)	20				

DB=0

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

THIS IS A WORK OF FICTION

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	40%		1D4-1				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY	
		19. SPECIAL TRAINING	SKILL OR STAT USED
		Please indicate why this agent was recruited and why the agent agreed to be recruited.	

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL BRAIN, Jimmy		2. PROFESSION (RANK IF APPLICABLE) Engineer		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Buckfield, ME		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 54 (JUN 9)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	10	50	
	Constitution (CON)	13	65	Resilient
	Dexterity (DEX)	9	45	
	Intelligence (INT)	14	70	Ingenious
	Power (POW)	14	70	Unflinching
	Charisma (CHA)	13	65	Affable
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		12	
	Willpower Points (WP)		14	
Sanity Points (SAN)		70		
Breaking Point (BP)		56		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		13
		13
		13
12. MOTIVATIONS AND MENTAL DISORDERS		
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	50	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	20	<input type="checkbox"/> Forensics (0%)	20	<input type="checkbox"/> Science (10%)	60
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	50	<input type="checkbox"/> Search (20%)	40
	<input type="checkbox"/> Archeology (0%)	20	<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	40
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)	40	<input type="checkbox"/> Survival (10%)	30
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)	20	<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	10	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	40
	<input type="checkbox"/> Computer Science (0%)	60	<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Electrician	50	<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Electrician	30	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Mechanic	40	<input type="checkbox"/> Persuade (20%)	20	<input type="checkbox"/>	
	<input type="checkbox"/> Microelectronics	40	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10				
	<input type="checkbox"/> Dodge (30%)	30				
	<input type="checkbox"/> Drive (20%)	40				
	<input type="checkbox"/> Firearms (20%)	20				

DB=0

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

THIS IS A WORK OF FICTION

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	40%		1D4-1				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY		
		19. SPECIAL TRAINING	SKILL OR STAT USED	
Please indicate why this agent was recruited and why the agent agreed to be recruited.				

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL SHATTUCK, Eunice		2. PROFESSION (RANK IF APPLICABLE) Engineer		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Fayetteville, TX		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 30 (OCT 9)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	12	60	
	Constitution (CON)	15	75	Resilient
	Dexterity (DEX)	14	70	Nimble
	Intelligence (INT)	10	50	
	Power (POW)	11	55	
	Charisma (CHA)	10	50	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		14	
	Willpower Points (WP)		11	
Sanity Points (SAN)		55		
Breaking Point (BP)		44		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		10
		10
		10
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	20	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (10%)	40
	<input type="checkbox"/> Anthropology (0%)	20	<input type="checkbox"/> Heavy Machinery (10%)	50	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)	20	<input type="checkbox"/> SIGINT (0%)	40
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	30	<input type="checkbox"/> Stealth (10%)	30
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)	40	<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	50	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	40
	<input type="checkbox"/> Bureaucracy (10%)	50	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	40
	<input type="checkbox"/> Computer Science (0%)	60	<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Electrician (10%)	30	<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Electrician (10%)	30	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Mechanic (10%)	30	<input type="checkbox"/> Persuade (20%)	40	<input type="checkbox"/>	
	<input type="checkbox"/> Microelectronics (10%)	40	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)	20	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10			<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30			<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	20			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	20			<input type="checkbox"/>	

DB=0

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

THIS IS A WORK OF FICTION

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	40%		1D4-1				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY
		19. SPECIAL TRAINING
		SKILL OR STAT USED

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL LEVEY, Bill		2. PROFESSION (RANK IF APPLICABLE) Engineer		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Allenton, WI		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 50 (JUL 8)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	9	45	
	Constitution (CON)	10	50	
	Dexterity (DEX)	15	75	Lithe
	Intelligence (INT)	15	75	Canny
	Power (POW)	12	60	
	Charisma (CHA)	14	70	Likable
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		10	
	Willpower Points (WP)		12	
Sanity Points (SAN)		60		
Breaking Point (BP)		48		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		14
		14
		14
12. MOTIVATIONS AND MENTAL DISORDERS		
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	20	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (10%)	40
	<input type="checkbox"/> Anthropology (0%)	20	<input type="checkbox"/> Heavy Machinery (10%)	30	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	40
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	20
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)	60	<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	50	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	30	<input type="checkbox"/> Melee Weapons (30%)	50	<input type="checkbox"/> Unarmed Combat (40%)	40
	<input type="checkbox"/> Computer Science (0%)	60	<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Electrician	30	<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Electrician	30	<input type="checkbox"/> Occult (10%)	10		40
	<input type="checkbox"/> Mechanic	40	<input type="checkbox"/> Persuade (20%)	40		
	<input type="checkbox"/> Microelectronics	40	<input type="checkbox"/> Pharmacy (0%)			
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Pilot (0%):			
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Psychotherapy (10%)	10		
	<input type="checkbox"/> Disguise (10%)	10				
	<input type="checkbox"/> Dodge (30%)	30				
	<input type="checkbox"/> Drive (20%)	20				
	<input type="checkbox"/> Firearms (20%)	20				

DB=0

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

THIS IS A WORK OF FICTION

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	40%		1D4-1				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY		
		19. SPECIAL TRAINING	SKILL OR STAT USED	
Please indicate why this agent was recruited and why the agent agreed to be recruited.				

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL HAYCRAFT, Chantal		2. PROFESSION (RANK IF APPLICABLE) Engineer		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Green City, MO		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 50 (JAN 26)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	13	65	Sturdy
	Constitution (CON)	13	65	Perfect health
	Dexterity (DEX)	11	55	
	Intelligence (INT)	12	60	
	Power (POW)	12	60	
	Charisma (CHA)	11	55	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		13	
	Willpower Points (WP)		12	
Sanity Points (SAN)		60		
Breaking Point (BP)		48		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		11
		11
		11
12. MOTIVATIONS AND MENTAL DISORDERS		
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	50	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	20	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (10%)	40
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Mathematics (10%)	40
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> SIGINT (0%)	40
			<input type="checkbox"/> HUMINT (10%)	30	<input type="checkbox"/> Stealth (10%)	10
	<input type="checkbox"/> Artillery (0%)	20	<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Athletics (30%)	50	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Bureaucracy (10%)	70	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Computer Science (0%)	60	<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unarmed Combat (40%)	40
	<input type="checkbox"/> Electrician (10%)	30			<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Electrician (10%)	30	<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Mechanic (10%)	40	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	60
	<input type="checkbox"/> Microelectronics (10%)	40	<input type="checkbox"/> Persuade (20%)	20	<input type="checkbox"/>	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Pharmacy (0%)	20	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	30			<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	20				
	<input type="checkbox"/> Firearms (20%)	40				

DB=1

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

THIS IS A WORK OF FICTION

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	40%		1D4				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY
		19. SPECIAL TRAINING
		SKILL OR STAT USED

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL HOBSON, Maxwell		2. PROFESSION (RANK IF APPLICABLE) Engineer		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Equinunk, PA		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 44 (AUG 7)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	13	65	Brawny
	Constitution (CON)	11	55	
	Dexterity (DEX)	12	60	
	Intelligence (INT)	12	60	
	Power (POW)	11	55	
	Charisma (CHA)	13	65	Approachable
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		12	
	Willpower Points (WP)		11	
Sanity Points (SAN)		55		
Breaking Point (BP)		44		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE	
		13	
		13	
		13	
	12. MOTIVATIONS AND MENTAL DISORDERS		
	13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted			

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	20	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (10%)	60
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	50	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)	20	<input type="checkbox"/> Heavy Weapons (0%)	20	<input type="checkbox"/> SIGINT (0%)	60
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	50	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	40
	<input type="checkbox"/> Computer Science (0%)	60	<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Electrician	30	<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Electrician	30	<input type="checkbox"/> Occult (10%)	10		40
	<input type="checkbox"/> Mechanic	40	<input type="checkbox"/> Persuade (20%)	20		
	<input type="checkbox"/> Microelectronics	40	<input type="checkbox"/> Pharmacy (0%)			
	<input type="checkbox"/> Criminology (10%)	30	<input type="checkbox"/> Pilot (0%):	20		
	<input type="checkbox"/> Demolitions (0%)	20	<input type="checkbox"/> Psychotherapy (10%)	30		
	<input type="checkbox"/> Disguise (10%)	10				
	<input type="checkbox"/> Dodge (30%)	30				
	<input type="checkbox"/> Drive (20%)	20				
	<input type="checkbox"/> Firearms (20%)	20				

DB=1

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

THIS IS A WORK OF FICTION

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	40%		1D4				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY
		19. SPECIAL TRAINING
		SKILL OR STAT USED

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL RYANS, Eliza		2. PROFESSION (RANK IF APPLICABLE) Engineer		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Tobias, NE		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 32 (OCT 19)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	12	60	
	Constitution (CON)	10	50	
	Dexterity (DEX)	15	75	Deft
	Intelligence (INT)	8	40	Shallow
	Power (POW)	10	50	
	Charisma (CHA)	13	65	Prepossessing
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		11	
	Willpower Points (WP)		10	
Sanity Points (SAN)		50		
Breaking Point (BP)		40		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		13
		13
		13
12. MOTIVATIONS AND MENTAL DISORDERS		
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	50	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	40	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (10%)	40
	<input type="checkbox"/> Anthropology (0%)	20	<input type="checkbox"/> Heavy Machinery (10%)	50	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	40
	<input type="checkbox"/> Art (0%):	20	<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	30
	<input type="checkbox"/> Athletics (30%)	50	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	10	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	40
	<input type="checkbox"/> Computer Science (0%)	60	<input type="checkbox"/> Military Science (0%):	20	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Electrician	30	<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Electrician	30	<input type="checkbox"/> Occult (10%)	10		40
	<input type="checkbox"/> Mechanic	40	<input type="checkbox"/> Persuade (20%)	20		
	<input type="checkbox"/> Microelectronics	40	<input type="checkbox"/> Pharmacy (0%)			
	<input type="checkbox"/> Criminology (10%)	30	<input type="checkbox"/> Pilot (0%):			
	<input type="checkbox"/> Demolitions (0%)					
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Psychotherapy (10%)	10		
	<input type="checkbox"/> Dodge (30%)	50				
	<input type="checkbox"/> Drive (20%)	20				
	<input type="checkbox"/> Firearms (20%)	20				

DB=0

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

THIS IS A WORK OF FICTION

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	40%		1D4-1				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY	
		19. SPECIAL TRAINING	SKILL OR STAT USED
		Please indicate why this agent was recruited and why the agent agreed to be recruited.	

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL DOCKINS, Ariel		2. PROFESSION (RANK IF APPLICABLE) Engineer		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) South Fulton, TN		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 30 (MAR 28)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	13	65	Brawny
	Constitution (CON)	10	50	
	Dexterity (DEX)	17	85	Quick
	Intelligence (INT)	10	50	
	Power (POW)	8	40	Nervous
	Charisma (CHA)	14	70	Friendly
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		12	
	Willpower Points (WP)		8	
Sanity Points (SAN)		40		
Breaking Point (BP)		32		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		14
		14
		14
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	30	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	20	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (10%)	60
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	40
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)	40	<input type="checkbox"/> Survival (10%)	30
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	10	<input type="checkbox"/> Melee Weapons (30%)	50	<input type="checkbox"/> Unarmed Combat (40%)	60
	<input type="checkbox"/> Computer Science (0%)	60	<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Electrician (10%)	30	<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Electrician (10%)	30	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	40
	<input type="checkbox"/> Mechanic (10%)	40	<input type="checkbox"/> Persuade (20%)	20	<input type="checkbox"/>	
	<input type="checkbox"/> Microelectronics (10%)	40	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	30				
	<input type="checkbox"/> Dodge (30%)	50				
	<input type="checkbox"/> Drive (20%)	20				
	<input type="checkbox"/> Firearms (20%)	40				

DB=1

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

THIS IS A WORK OF FICTION

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	60%		1D4				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY
		19. SPECIAL TRAINING
		SKILL OR STAT USED

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL CRUMPLER, Tabettha		2. PROFESSION (RANK IF APPLICABLE) Engineer		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Big Stone Gap, VA		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 41 (OCT 11)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	15	75	Muscular
	Constitution (CON)	9	45	
	Dexterity (DEX)	9	45	
	Intelligence (INT)	14	70	Cunning
	Power (POW)	11	55	
	Charisma (CHA)	16	80	Friendly
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		12	
	Willpower Points (WP)		11	
Sanity Points (SAN)		55		
Breaking Point (BP)		44		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		16
		16
		16
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	20	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (10%)	40
	<input type="checkbox"/> Anthropology (0%)	20	<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)	20	<input type="checkbox"/> SIGINT (0%)	40
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	30	<input type="checkbox"/> Stealth (10%)	30
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)	60	<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	70	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	60
	<input type="checkbox"/> Computer Science (0%)	60	<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Electrician	30	<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Electrician	30	<input type="checkbox"/> Occult (10%)	10		60
	<input type="checkbox"/> Mechanic	40	<input type="checkbox"/> Persuade (20%)	20		
	<input type="checkbox"/> Microelectronics	40	<input type="checkbox"/> Pharmacy (0%)			
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Pilot (0%):			
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Psychotherapy (10%)	10		
	<input type="checkbox"/> Disguise (10%)	10				
	<input type="checkbox"/> Dodge (30%)	30				
	<input type="checkbox"/> Drive (20%)	20				
	<input type="checkbox"/> Firearms (20%)	20				

DB=1

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

THIS IS A WORK OF FICTION

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	60%		1D4				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY
		19. SPECIAL TRAINING
		SKILL OR STAT USED

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL BONAR, Lowell		2. PROFESSION (RANK IF APPLICABLE) Engineer		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Kelsey, CA		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 39 (AUG 14)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	10	50	
	Constitution (CON)	12	60	
	Dexterity (DEX)	11	55	
	Intelligence (INT)	14	70	Crafty
	Power (POW)	10	50	
	Charisma (CHA)	15	75	Charming
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		11	
	Willpower Points (WP)		10	
Sanity Points (SAN)		50		
Breaking Point (BP)		40		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS		SCORE	
			15	
			15	
			15	
	12. MOTIVATIONS AND MENTAL DISORDERS			
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE				
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted				

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	50	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	30
	<input type="checkbox"/> Alertness (20%)	40	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (10%)	40
	<input type="checkbox"/> Anthropology (0%)	20	<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	40
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	40
	<input type="checkbox"/> Bureaucracy (10%)	50	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	40
	<input type="checkbox"/> Computer Science (0%)	60	<input type="checkbox"/> Military Science (0%):	20	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Electrician	30	<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Electronics	30	<input type="checkbox"/> Occult (10%)	10		
	<input type="checkbox"/> Mechanic	40	<input type="checkbox"/> Persuade (20%)	20		
	<input type="checkbox"/> Microelectronics	40	<input type="checkbox"/> Pharmacy (0%)			
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Pilot (0%):			
	<input type="checkbox"/> Demolitions (0%)	20	<input type="checkbox"/> Psychotherapy (10%)	30		
	<input type="checkbox"/> Disguise (10%)	10				
	<input type="checkbox"/> Dodge (30%)	50				
	<input type="checkbox"/> Drive (20%)	20				
	<input type="checkbox"/> Firearms (20%)	20				

DB=0

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

THIS IS A WORK OF FICTION

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	40%		1D4-1				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY
		19. SPECIAL TRAINING
		SKILL OR STAT USED

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL KELLAM, Lacie		2. PROFESSION (RANK IF APPLICABLE) Engineer		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Campbell, MO		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 44 (SEP 2)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	15	75	Sturdy
	Constitution (CON)	10	50	
	Dexterity (DEX)	11	55	
	Intelligence (INT)	14	70	Canny
	Power (POW)	12	60	
	Charisma (CHA)	10	50	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		12	
	Willpower Points (WP)		12	
Sanity Points (SAN)		60		
Breaking Point (BP)		48		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		10
		10
		10
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	20	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (10%)	40
	<input type="checkbox"/> Anthropology (0%)	20	<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Mathematics (10%)	40
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> SIGINT (0%)	40
			<input type="checkbox"/> HUMINT (10%)	30	<input type="checkbox"/> Stealth (10%)	10
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Bureaucracy (10%)	50	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Swim (20%)	40
	<input type="checkbox"/> Computer Science (0%)	80	<input type="checkbox"/> Military Science (0%):	20	<input type="checkbox"/> Unarmed Combat (40%)	40
	<input type="checkbox"/> Electrician (10%)	30			<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Electrician (10%)	30	<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Mechanic (10%)	40	<input type="checkbox"/> Occult (10%)	10		60
	<input type="checkbox"/> Microelectronics (10%)	40	<input type="checkbox"/> Persuade (20%)	40		
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Pharmacy (0%)			
	<input type="checkbox"/> Demolitions (0%)	20	<input type="checkbox"/> Pilot (0%):			
	<input type="checkbox"/> Disguise (10%)	10				
	<input type="checkbox"/> Dodge (30%)	30				
	<input type="checkbox"/> Drive (20%)	20	<input type="checkbox"/> Psychotherapy (10%)	10		
	<input type="checkbox"/> Firearms (20%)	20				

DB=1

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

THIS IS A WORK OF FICTION

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	40%		1D4				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY	
		19. SPECIAL TRAINING	SKILL OR STAT USED
		Please indicate why this agent was recruited and why the agent agreed to be recruited.	

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL MCCAIN, Lowell		2. PROFESSION (RANK IF APPLICABLE) Engineer		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Salem, NJ		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 42 (OCT 12)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	17	85	Strapping
	Constitution (CON)	14	70	Resilient
	Dexterity (DEX)	10	50	
	Intelligence (INT)	8	40	Obtuse
	Power (POW)	10	50	
	Charisma (CHA)	13	65	Affable
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		16	
	Willpower Points (WP)		10	
Sanity Points (SAN)		50		
Breaking Point (BP)		40		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE	
		13	
		13	
		13	
	12. MOTIVATIONS AND MENTAL DISORDERS		
	13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted			

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	30
	<input type="checkbox"/> Alertness (20%)	20	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (10%) Mathematics	40
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	50	<input type="checkbox"/> Search (20%)	40
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	40
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	30	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	30	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)	20	<input type="checkbox"/> Law (0%)	40	<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	50	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	50	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	40
	<input type="checkbox"/> Computer Science (0%)	60	<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Electrician	30	<input type="checkbox"/> Navigate (10%)	30	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Electrician	30	<input type="checkbox"/> Occult (10%)	30	<input type="checkbox"/>	
	<input type="checkbox"/> Mechanic	40	<input type="checkbox"/> Persuade (20%)	20	<input type="checkbox"/>	
	<input type="checkbox"/> Microelectronics	40	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10				
	<input type="checkbox"/> Dodge (30%)	30				
	<input type="checkbox"/> Drive (20%)	20				
	<input type="checkbox"/> Firearms (20%)	20				

DB=2

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

THIS IS A WORK OF FICTION

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	40%		1D4+1				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY
		19. SPECIAL TRAINING
		SKILL OR STAT USED

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL DZIEDZIC, Jamie		2. PROFESSION (RANK IF APPLICABLE) Engineer		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Spring Hill, FL		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 52 (NOV 15)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	13	65	Muscular
	Constitution (CON)	13	65	Resilient
	Dexterity (DEX)	13	65	Quick footed
	Intelligence (INT)	5	25	Shallow
	Power (POW)	12	60	
	Charisma (CHA)	14	70	Approachable
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		13	
	Willpower Points (WP)		12	
Sanity Points (SAN)		60		
Breaking Point (BP)		48		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		14
		14
		14
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	40	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (10%)	40
	<input type="checkbox"/> Anthropology (0%)	20	<input type="checkbox"/> Heavy Machinery (10%)	50	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	40
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)	40	<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	50	<input type="checkbox"/> Medicine (0%)	20	<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	50	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	40
	<input type="checkbox"/> Computer Science (0%)	60	<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Electrician (10%)	50	<input type="checkbox"/> Navigate (10%)	30	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Electronics (10%)	30	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Mechanic (10%)	40	<input type="checkbox"/> Persuade (20%)	40	<input type="checkbox"/>	
	<input type="checkbox"/> Microelectronics (10%)	40	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)	20	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10				
	<input type="checkbox"/> Dodge (30%)	30				
	<input type="checkbox"/> Drive (20%)	20				
	<input type="checkbox"/> Firearms (20%)	20				

DB=1

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

THIS IS A WORK OF FICTION

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	40%		1D4				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY		
			19. SPECIAL TRAINING	SKILL OR STAT USED
Please indicate why this agent was recruited and why the agent agreed to be recruited.				

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL UNGER, Jeremy		2. PROFESSION (RANK IF APPLICABLE) Engineer		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Laura, KY		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 35 (FEB 10)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	11	55	
	Constitution (CON)	13	65	Resilient
	Dexterity (DEX)	11	55	
	Intelligence (INT)	12	60	
	Power (POW)	13	65	Forbearing
	Charisma (CHA)	12	60	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		12	
	Willpower Points (WP)		13	
Sanity Points (SAN)		65		
Breaking Point (BP)		52		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		12
		12
		12
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	20	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (10%)	40
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	70	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)	20	<input type="checkbox"/> Heavy Weapons (0%)	20	<input type="checkbox"/> SIGINT (0%)	40
	<input type="checkbox"/> Art (0%):	20	<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	40
	<input type="checkbox"/> Bureaucracy (10%)	50	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	60
	<input type="checkbox"/> Computer Science (0%)	60	<input type="checkbox"/> Military Science (0%):	20	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Electrician	30	<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Electrician	30				
	<input type="checkbox"/> Mechanic	40				
	<input type="checkbox"/> Microelectronics	40				
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	20	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	20			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	20	<input type="checkbox"/> Psychotherapy (10%)	30	<input type="checkbox"/>	

DB=0

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

THIS IS A WORK OF FICTION

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	60%		1D4-1				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY	
		19. SPECIAL TRAINING	SKILL OR STAT USED
		Please indicate why this agent was recruited and why the agent agreed to be recruited.	

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL GRANDSTAFF, Nathalie		2. PROFESSION (RANK IF APPLICABLE) Engineer		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Luther, MI		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 44 (JUN 12)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	13	65	Tough
	Constitution (CON)	11	55	
	Dexterity (DEX)	12	60	
	Intelligence (INT)	13	65	Quick witted
	Power (POW)	11	55	
	Charisma (CHA)	12	60	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		12	
	Willpower Points (WP)		11	
Sanity Points (SAN)		55		
Breaking Point (BP)		44		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		12
		12
		12
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	50	<input type="checkbox"/> First Aid (10%)	30	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	40	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (10%) Mathematics	40
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	50	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)	20	<input type="checkbox"/> SIGINT (0%)	40
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)	20	<input type="checkbox"/> Law (0%)	40	<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	50	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	40
	<input type="checkbox"/> Bureaucracy (10%)	50	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	40
	<input type="checkbox"/> Computer Science (0%)	60	<input type="checkbox"/> Military Science (0%):	20	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Electrician	50	<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Electrician	30	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Mechanic	30	<input type="checkbox"/> Persuade (20%)	20	<input type="checkbox"/>	
	<input type="checkbox"/> Microelectronics	40	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10			<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30			<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	20			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	20			<input type="checkbox"/>	

DB=1

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

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	40%		1D4				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY	
		19. SPECIAL TRAINING	SKILL OR STAT USED
		Please indicate why this agent was recruited and why the agent agreed to be recruited.	

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL HULSE, Garret		2. PROFESSION (RANK IF APPLICABLE) Engineer		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Winona Lake, IN		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 54 (APR 13)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES	PSYCHOLOGICAL DATA	11. BONDS	SCORE	
	Strength (STR)	11	55				10	
	Constitution (CON)	10	50				10	
	Dexterity (DEX)	12	60				10	
	Intelligence (INT)	15	75	Quick witted				
	Power (POW)	14	70	Unflinching				
	Charisma (CHA)	10	50					
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT		12. MOTIVATIONS AND MENTAL DISORDERS		
	Hit Points (HP)		10					
	Willpower Points (WP)		14					
Sanity Points (SAN)		70						
Breaking Point (BP)		56						
10. PHYSICAL DESCRIPTION				13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE				
				Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted				

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	70	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	30
	<input type="checkbox"/> Alertness (20%)	20	<input type="checkbox"/> Forensics (0%)	20	<input type="checkbox"/> Science (10%) Mathematics	40
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	50	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)	20	<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	40
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	30
	<input type="checkbox"/> Athletics (30%)	50	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	50	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	40
	<input type="checkbox"/> Computer Science (0%)	60	<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Electrician	50	<input type="checkbox"/> Navigate (10%)	30	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Mechanic	30	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	40
	<input type="checkbox"/> Microelectronics	40	<input type="checkbox"/> Persuade (20%)	20	<input type="checkbox"/>	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10			<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	20				
	<input type="checkbox"/> Firearms (20%)	20				

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

DB=0

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	40%		1D4-1				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL JOSLYN, Aja		2. PROFESSION (RANK IF APPLICABLE) Engineer		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Lyndon, KY		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 46 (JUL 25)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	13	65	Tough
	Constitution (CON)	13	65	Resilient
	Dexterity (DEX)	11	55	
	Intelligence (INT)	12	60	
	Power (POW)	12	60	
	Charisma (CHA)	11	55	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		13	
	Willpower Points (WP)		12	
Sanity Points (SAN)		60		
Breaking Point (BP)		48		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		11
		11
		11
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	70	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	20	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (10%) Mathematics	60
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	50	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	40
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	30	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)	40	<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)	20	<input type="checkbox"/> Swim (20%)	40
	<input type="checkbox"/> Bureaucracy (10%)	30	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	40
	<input type="checkbox"/> Computer Science (0%)	60	<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Electrician	30	<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Electrician	30	<input type="checkbox"/> Occult (10%)	10		60
	<input type="checkbox"/> Mechanic	30	<input type="checkbox"/> Persuade (20%)	20		
	<input type="checkbox"/> Microelectronics	40	<input type="checkbox"/> Pharmacy (0%)			
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Pilot (0%):			
	<input type="checkbox"/> Demolitions (0%)	20	<input type="checkbox"/> Psychotherapy (10%)	10		
	<input type="checkbox"/> Disguise (10%)	10				
	<input type="checkbox"/> Dodge (30%)	30				
	<input type="checkbox"/> Drive (20%)	20				
	<input type="checkbox"/> Firearms (20%)	20				

DB=1

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

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	40%		1D4				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY
		19. SPECIAL TRAINING
		SKILL OR STAT USED
Please indicate why this agent was recruited and why the agent agreed to be recruited.		

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL POLLACK, Ian		2. PROFESSION (RANK IF APPLICABLE) Engineer		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Taunton, MN		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 35 (APR 9)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	9	45	
	Constitution (CON)	12	60	
	Dexterity (DEX)	15	75	Agile
	Intelligence (INT)	12	60	
	Power (POW)	9	45	
	Charisma (CHA)	15	75	Likable
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		10	
	Willpower Points (WP)		9	
Sanity Points (SAN)		45		
Breaking Point (BP)		36		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		15
		15
		15
12. MOTIVATIONS AND MENTAL DISORDERS		
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	50	<input type="checkbox"/> First Aid (10%)	30	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	20	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (10%)	40
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	70	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	60
	<input type="checkbox"/> Art (0%):	20	<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	30	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)	40	<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	70	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	40
	<input type="checkbox"/> Computer Science (0%)	60	<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Electrician	30	<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Electrician	30	<input type="checkbox"/> Occult (10%)	30	<input type="checkbox"/>	
	<input type="checkbox"/> Mechanic	40	<input type="checkbox"/> Persuade (20%)	20	<input type="checkbox"/>	
	<input type="checkbox"/> Microelectronics	40	<input type="checkbox"/> Pharmacy (0%)	20	<input type="checkbox"/>	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10			<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30			<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	20			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	20			<input type="checkbox"/>	

DB=0

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

THIS IS A WORK OF FICTION

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	40%		1D4-1				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY	
		19. SPECIAL TRAINING	SKILL OR STAT USED
		Please indicate why this agent was recruited and why the agent agreed to be recruited.	

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL PLEDGER, Marisol		2. PROFESSION (RANK IF APPLICABLE) Engineer		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Franklin, VT		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 39 (JAN 10)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	10	50	
	Constitution (CON)	15	75	Fit
	Dexterity (DEX)	10	50	
	Intelligence (INT)	12	60	
	Power (POW)	14	70	Forbearing
	Charisma (CHA)	11	55	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		12	
	Willpower Points (WP)		14	
Sanity Points (SAN)		70		
Breaking Point (BP)		56		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		11
		11
		11
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	70	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	30
	<input type="checkbox"/> Alertness (20%)	20	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (10%)	40
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Mathematics	40
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> SIGINT (0%)	60
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Stealth (10%)	10
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Surgery (0%)	20
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Bureaucracy (10%)	50	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Computer Science (0%)	60	<input type="checkbox"/> Military Science (0%):	20	<input type="checkbox"/> Unarmed Combat (40%)	40
	<input type="checkbox"/> Electrician	30			<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Electrician	30	<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Mechanic	30	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	60
	<input type="checkbox"/> Microelectronics	40	<input type="checkbox"/> Persuade (20%)	40	<input type="checkbox"/>	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)	20	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10			<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	20			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	20			<input type="checkbox"/>	

DB=0

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

THIS IS A WORK OF FICTION

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	40%		1D4-1				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY	
		19. SPECIAL TRAINING	SKILL OR STAT USED
		Please indicate why this agent was recruited and why the agent agreed to be recruited.	

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL MILLICAN, Leroy		2. PROFESSION (RANK IF APPLICABLE) Engineer		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Del Mar, CA		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 27 (JAN 13)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	8	40	Weak
	Constitution (CON)	15	75	Resilient
	Dexterity (DEX)	11	55	
	Intelligence (INT)	16	80	Canny
	Power (POW)	8	40	Nervous
	Charisma (CHA)	16	80	Charming
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		12	
	Willpower Points (WP)		8	
Sanity Points (SAN)		40		
Breaking Point (BP)		32		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		16
		16
		16
12. MOTIVATIONS AND MENTAL DISORDERS		
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	50	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	40	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (10%)	40
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	40
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)	20	<input type="checkbox"/> SIGINT (0%)	60
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	20
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)	40	<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	10	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	40
	<input type="checkbox"/> Computer Science (0%)	60	<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Electrician	30	<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Electrician	30	<input type="checkbox"/> Occult (10%)	30	<input type="checkbox"/>	
	<input type="checkbox"/> Mechanic	40	<input type="checkbox"/> Persuade (20%)	20	<input type="checkbox"/>	
	<input type="checkbox"/> Microelectronics	40	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Criminology (10%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10				
	<input type="checkbox"/> Dodge (30%)	30				
	<input type="checkbox"/> Drive (20%)	40				
	<input type="checkbox"/> Firearms (20%)	20				

DB=-1

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

THIS IS A WORK OF FICTION

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	40%		1D4-2				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY		
			19. SPECIAL TRAINING	SKILL OR STAT USED

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL HADSELL, Renae		2. PROFESSION (RANK IF APPLICABLE) Engineer		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Bachelor, LA		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 49 (APR 28)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	14	70	Powerful
	Constitution (CON)	17	85	Indefatigable
	Dexterity (DEX)	13	65	Slick
	Intelligence (INT)	10	50	
	Power (POW)	8	40	Pessimistic
	Charisma (CHA)	10	50	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		16	
	Willpower Points (WP)		8	
Sanity Points (SAN)		40		
Breaking Point (BP)		32		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		10
		10
		10
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	30	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	20	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (10%)	40
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	50	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)	20	<input type="checkbox"/> SIGINT (0%)	40
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	30
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)	40	<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)	20	<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	50	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	40
	<input type="checkbox"/> Computer Science (0%)	60	<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Electrician	30	<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Electrician	30	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Mechanic	40	<input type="checkbox"/> Persuade (20%)	20	<input type="checkbox"/>	
	<input type="checkbox"/> Microelectronics	40	<input type="checkbox"/> Pharmacy (0%)	20	<input type="checkbox"/>	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)	20	<input type="checkbox"/> Psychotherapy (10%)	30	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	30				
	<input type="checkbox"/> Dodge (30%)	30				
	<input type="checkbox"/> Drive (20%)	20				
	<input type="checkbox"/> Firearms (20%)	20				

DB=1

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

THIS IS A WORK OF FICTION

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	40%		1D4				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY
		19. SPECIAL TRAINING
		SKILL OR STAT USED

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL WUNDER, Benjamin		2. PROFESSION (RANK IF APPLICABLE) Engineer		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Canyondam, CA		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 43 (OCT 1)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	10	50	
	Constitution (CON)	10	50	
	Dexterity (DEX)	14	70	Deft
	Intelligence (INT)	12	60	
	Power (POW)	11	55	
	Charisma (CHA)	15	75	Outgoing
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		10	
	Willpower Points (WP)		11	
Sanity Points (SAN)		55		
Breaking Point (BP)		44		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		15
		15
		15
	12. MOTIVATIONS AND MENTAL DISORDERS	
	13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE	
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	50	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	30
	<input type="checkbox"/> Alertness (20%)	20	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (10%) Mathematics	40
	<input type="checkbox"/> Anthropology (0%)	20	<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)	20	<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	60
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	30	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)	40	<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	50	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	40
	<input type="checkbox"/> Computer Science (0%)	80	<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Electrician	30	<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Electrician	30	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Mechanic	40	<input type="checkbox"/> Persuade (20%)	20	<input type="checkbox"/>	
	<input type="checkbox"/> Microelectronics	40	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Pilot (0%):	20	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Psychotherapy (10%)	30	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10				
	<input type="checkbox"/> Dodge (30%)	30				
	<input type="checkbox"/> Drive (20%)	20				
	<input type="checkbox"/> Firearms (20%)	20				

DB=0

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

THIS IS A WORK OF FICTION

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	40%		1D4-1				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY
		19. SPECIAL TRAINING
		SKILL OR STAT USED

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL SILVEY, Breann		2. PROFESSION (RANK IF APPLICABLE) Engineer		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Ridgeway, MI		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 50 (MAR 27)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	11	55	
	Constitution (CON)	12	60	
	Dexterity (DEX)	14	70	Lithe
	Intelligence (INT)	10	50	
	Power (POW)	10	50	
	Charisma (CHA)	15	75	Affable
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		12	
	Willpower Points (WP)		10	
Sanity Points (SAN)		50		
Breaking Point (BP)		40		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		15
		15
		15
12. MOTIVATIONS AND MENTAL DISORDERS		
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	50	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	20	<input type="checkbox"/> Forensics (0%)	20	<input type="checkbox"/> Science (10%)	40
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	50	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	40
	<input type="checkbox"/> Art (0%):	20	<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)	20	<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	50	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	40
	<input type="checkbox"/> Computer Science (0%)	60	<input type="checkbox"/> Military Science (0%):	20	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Electrician	30	<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Electrician	30	<input type="checkbox"/> Occult (10%)	30	<input type="checkbox"/>	40
	<input type="checkbox"/> Mechanic	30	<input type="checkbox"/> Persuade (20%)	20	<input type="checkbox"/>	
	<input type="checkbox"/> Microelectronics	40	<input type="checkbox"/> Pharmacy (0%)	20	<input type="checkbox"/>	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Pilot (0%):	20	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10			<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30			<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	40			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	20			<input type="checkbox"/>	

DB=0

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

THIS IS A WORK OF FICTION

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	40%		1D4-1				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY	
		19. SPECIAL TRAINING	SKILL OR STAT USED
		Please indicate why this agent was recruited and why the agent agreed to be recruited.	

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL DEITZ, Jeremy		2. PROFESSION (RANK IF APPLICABLE) Engineer		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Dulce, NM		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 43 (AUG 21)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	11	55	
	Constitution (CON)	13	65	Robust
	Dexterity (DEX)	12	60	
	Intelligence (INT)	11	55	
	Power (POW)	13	65	Unflinching
	Charisma (CHA)	12	60	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		12	
	Willpower Points (WP)		13	
Sanity Points (SAN)		65		
Breaking Point (BP)		52		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		12
		12
		12
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	70	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	20	<input type="checkbox"/> Forensics (0%)	20	<input type="checkbox"/> Science (10%)	40
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	50	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	60
	<input type="checkbox"/> Art (0%):	20	<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)	20	<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	30	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	60
	<input type="checkbox"/> Computer Science (0%)	60	<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Electrician	30	<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Electrician	30	<input type="checkbox"/> Occult (10%)	10		40
	<input type="checkbox"/> Mechanic	40	<input type="checkbox"/> Persuade (20%)	20		
	<input type="checkbox"/> Microelectronics	40	<input type="checkbox"/> Pharmacy (0%)			
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Pilot (0%):			
	<input type="checkbox"/> Demolitions (0%)					
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Psychotherapy (10%)	10		
	<input type="checkbox"/> Dodge (30%)	30				
	<input type="checkbox"/> Drive (20%)	40				
	<input type="checkbox"/> Firearms (20%)	20				

DB=0

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

THIS IS A WORK OF FICTION

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	60%		1D4-1				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY		
			19. SPECIAL TRAINING	SKILL OR STAT USED
Please indicate why this agent was recruited and why the agent agreed to be recruited.				

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL HUGHES, Noelle		2. PROFESSION (RANK IF APPLICABLE) Engineer		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Manfred, ND		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 46 (JUL 4)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	10	50	
	Constitution (CON)	14	70	Fit
	Dexterity (DEX)	7	35	Awkward
	Intelligence (INT)	10	50	
	Power (POW)	13	65	Unflinching
	Charisma (CHA)	13	65	Affable
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		12	
	Willpower Points (WP)		13	
Sanity Points (SAN)		65		
Breaking Point (BP)		52		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		13
		13
		13
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	30
	<input type="checkbox"/> Alertness (20%)	20	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (10%)	40
	<input type="checkbox"/> Anthropology (0%)	20	<input type="checkbox"/> Heavy Machinery (10%)	50	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	40
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	30
	<input type="checkbox"/> Athletics (30%)	50	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	50	<input type="checkbox"/> Melee Weapons (30%)	50	<input type="checkbox"/> Unarmed Combat (40%)	40
	<input type="checkbox"/> Computer Science (0%)	60	<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Electrician	30	<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Electronics	30	<input type="checkbox"/> Occult (10%)	10		40
	<input type="checkbox"/> Mechanic	40	<input type="checkbox"/> Persuade (20%)	20		
	<input type="checkbox"/> Microelectronics	40	<input type="checkbox"/> Pharmacy (0%)			
	<input type="checkbox"/> Criminology (10%)	30	<input type="checkbox"/> Pilot (0%):	20		
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Psychotherapy (10%)	10		
	<input type="checkbox"/> Disguise (10%)	10				
	<input type="checkbox"/> Dodge (30%)	50				
	<input type="checkbox"/> Drive (20%)	20				
	<input type="checkbox"/> Firearms (20%)	20				

DB=0

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

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	40%		1D4-1				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY
		19. SPECIAL TRAINING
		SKILL OR STAT USED

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL CHARLES, Reed		2. PROFESSION (RANK IF APPLICABLE) Engineer		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Means, KY		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 38 (JUL 4)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	14	70	Sturdy
	Constitution (CON)	13	65	Resilient
	Dexterity (DEX)	10	50	
	Intelligence (INT)	10	50	
	Power (POW)	17	85	Indomitable
	Charisma (CHA)	8	40	Shy
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		14	
	Willpower Points (WP)		17	
Sanity Points (SAN)		85		
Breaking Point (BP)		68		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		8
		8
		8
12. MOTIVATIONS AND MENTAL DISORDERS		
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	20	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (10%)	40
	<input type="checkbox"/> Anthropology (0%)	20	<input type="checkbox"/> Heavy Machinery (10%)	30	<input type="checkbox"/> Search (20%)	40
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	40
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	30	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)	60	<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	70	<input type="checkbox"/> Melee Weapons (30%)	50	<input type="checkbox"/> Unarmed Combat (40%)	40
	<input type="checkbox"/> Computer Science (0%)	80	<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Electrician	30	<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Electrician	30	<input type="checkbox"/> Occult (10%)	10		40
	<input type="checkbox"/> Mechanic	30	<input type="checkbox"/> Persuade (20%)	20		
	<input type="checkbox"/> Microelectronics	40	<input type="checkbox"/> Pharmacy (0%)			
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Pilot (0%):			
	<input type="checkbox"/> Demolitions (0%)					
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Psychotherapy (10%)	10		
	<input type="checkbox"/> Dodge (30%)	30				
	<input type="checkbox"/> Drive (20%)	20				
	<input type="checkbox"/> Firearms (20%)	20				

DB=1

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

THIS IS A WORK OF FICTION

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	40%		1D4				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY		
		19. SPECIAL TRAINING	SKILL OR STAT USED	
Please indicate why this agent was recruited and why the agent agreed to be recruited.				

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL ACHESON, Serena		2. PROFESSION (RANK IF APPLICABLE) Engineer		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Fort Myers, FL		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 48 (NOV 14)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	15	75	Tough
	Constitution (CON)	12	60	
	Dexterity (DEX)	17	85	Razor sharp
	Intelligence (INT)	14	70	Cunning
	Power (POW)	9	45	
	Charisma (CHA)	4	20	Vulgar
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		14	
	Willpower Points (WP)		9	
Sanity Points (SAN)		45		
Breaking Point (BP)		36		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		4
		4
		4
12. MOTIVATIONS AND MENTAL DISORDERS		
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	20	<input type="checkbox"/> Forensics (0%)	20	<input type="checkbox"/> Science (10%)	40
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	50	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	40
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)	20	<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	70	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	60
	<input type="checkbox"/> Computer Science (0%)	60	<input type="checkbox"/> Military Science (0%):	20	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Electrician (10%)	30	<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Electrician (10%)	30	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Mechanic (10%)	40	<input type="checkbox"/> Persuade (20%)	40	<input type="checkbox"/>	
	<input type="checkbox"/> Microelectronics (10%)	40	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Psychotherapy (10%)	30	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	30				
	<input type="checkbox"/> Dodge (30%)	30				
	<input type="checkbox"/> Drive (20%)	20				
	<input type="checkbox"/> Firearms (20%)	20				

DB=1

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

THIS IS A WORK OF FICTION

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	60%		1D4				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY
		19. SPECIAL TRAINING
		SKILL OR STAT USED

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL PHILBRICK, Isidro		2. PROFESSION (RANK IF APPLICABLE) Engineer		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Dudley, MO		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 44 (AUG 17)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	11	55	
	Constitution (CON)	12	60	
	Dexterity (DEX)	13	65	Nimble
	Intelligence (INT)	11	55	
	Power (POW)	13	65	Stoic
	Charisma (CHA)	12	60	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		12	
	Willpower Points (WP)		13	
Sanity Points (SAN)		65		
Breaking Point (BP)		52		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		12
		12
		12
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	20	<input type="checkbox"/> Forensics (0%)	20	<input type="checkbox"/> Science (10%)	40
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	70	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	60
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	30
			<input type="checkbox"/> HUMINT (10%)	30	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)	60	<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	50	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	60
	<input type="checkbox"/> Computer Science (0%)	60	<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Electrician	30	<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Electrician	30	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Mechanic	30	<input type="checkbox"/> Persuade (20%)	20	<input type="checkbox"/>	
	<input type="checkbox"/> Microelectronics	40	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10				
	<input type="checkbox"/> Dodge (30%)	30				
	<input type="checkbox"/> Drive (20%)	20				
	<input type="checkbox"/> Firearms (20%)	40				

DB=0

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

THIS IS A WORK OF FICTION

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	60%		1D4-1				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY
		19. SPECIAL TRAINING
		SKILL OR STAT USED

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL GURLEY, Daphne		2. PROFESSION (RANK IF APPLICABLE) Engineer		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Port Charlotte, FL		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 25 (AUG 13)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	11	55	
	Constitution (CON)	11	55	
	Dexterity (DEX)	12	60	
	Intelligence (INT)	13	65	Astute
	Power (POW)	13	65	Calm
	Charisma (CHA)	12	60	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		11	
	Willpower Points (WP)		13	
Sanity Points (SAN)		65		
Breaking Point (BP)		52		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		12
		12
		12
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	30	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	20	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (10%)	40
	<input type="checkbox"/> Anthropology (0%)	20	<input type="checkbox"/> Heavy Machinery (10%)	70	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)	20	<input type="checkbox"/> Heavy Weapons (0%)	20	<input type="checkbox"/> SIGINT (0%)	40
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	30	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	30	<input type="checkbox"/> Surgery (0%)	20
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	50	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	40
	<input type="checkbox"/> Computer Science (0%)	60	<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Electrician (10%)	30	<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Electrician (10%)	30	<input type="checkbox"/> Occult (10%)	10		40
	<input type="checkbox"/> Mechanic (10%)	40	<input type="checkbox"/> Persuade (20%)	20		
	<input type="checkbox"/> Microelectronics (10%)	40	<input type="checkbox"/> Pharmacy (0%)			
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Pilot (0%):			
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Psychotherapy (10%)	10		
	<input type="checkbox"/> Disguise (10%)	10				
	<input type="checkbox"/> Dodge (30%)	30				
	<input type="checkbox"/> Drive (20%)	20				
	<input type="checkbox"/> Firearms (20%)	20				

DB=0

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

THIS IS A WORK OF FICTION

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	40%		1D4-1				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY		
		19. SPECIAL TRAINING	SKILL OR STAT USED	
Please indicate why this agent was recruited and why the agent agreed to be recruited.				

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL EWEN, Nathaniel		2. PROFESSION (RANK IF APPLICABLE) Engineer		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Rock Springs, AZ		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 27 (JAN 6)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	11	55	
	Constitution (CON)	11	55	
	Dexterity (DEX)	9	45	
	Intelligence (INT)	6	30	Obtuse
	Power (POW)	13	65	Calm
	Charisma (CHA)	14	70	Affable
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		11	
	Willpower Points (WP)		13	
Sanity Points (SAN)		65		
Breaking Point (BP)		52		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		14
		14
		14
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	50	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	20	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (10%)	40
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	60
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	30
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)	60	<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	50	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	40
	<input type="checkbox"/> Computer Science (0%)	80	<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Electrician	30	<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Electrician	30	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Mechanic	40	<input type="checkbox"/> Persuade (20%)	20	<input type="checkbox"/>	
	<input type="checkbox"/> Microelectronics	40	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)	20	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	30				
	<input type="checkbox"/> Dodge (30%)	30				
	<input type="checkbox"/> Drive (20%)	40				
	<input type="checkbox"/> Firearms (20%)	40				

DB=0

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

THIS IS A WORK OF FICTION

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	40%		1D4-1				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY		
		19. SPECIAL TRAINING	SKILL OR STAT USED	
Please indicate why this agent was recruited and why the agent agreed to be recruited.				

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL HIGGINSON, Shanna		2. PROFESSION (RANK IF APPLICABLE) Engineer		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Santa Monica, CA		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 44 (JUL 7)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	14	70	Sturdy
	Constitution (CON)	10	50	
	Dexterity (DEX)	17	85	Acrobatic
	Intelligence (INT)	8	40	Shallow
	Power (POW)	13	65	Brave
	Charisma (CHA)	10	50	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		12	
	Willpower Points (WP)		13	
Sanity Points (SAN)		65		
Breaking Point (BP)		52		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		10
		10
		10
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	20	<input type="checkbox"/> Forensics (0%)	20	<input type="checkbox"/> Science (10%)	40
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	50	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	40
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	30	<input type="checkbox"/> Surgery (0%)	20
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)	40	<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	50	<input type="checkbox"/> Melee Weapons (30%)	50	<input type="checkbox"/> Unarmed Combat (40%)	40
	<input type="checkbox"/> Computer Science (0%)	60	<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Electrician	30	<input type="checkbox"/> Navigate (10%)	30	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Electrician	30	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Mechanic	30	<input type="checkbox"/> Persuade (20%)	40	<input type="checkbox"/>	
	<input type="checkbox"/> Microelectronics	40	<input type="checkbox"/> Pharmacy (0%)	20	<input type="checkbox"/>	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Psychotherapy (10%)	30	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10				
	<input type="checkbox"/> Dodge (30%)	30				
	<input type="checkbox"/> Drive (20%)	20				
	<input type="checkbox"/> Firearms (20%)	20				

DB=1

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

THIS IS A WORK OF FICTION

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	40%		1D4				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY	
		19. SPECIAL TRAINING	SKILL OR STAT USED
		Please indicate why this agent was recruited and why the agent agreed to be recruited.	

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL BOONE, Gustavo		2. PROFESSION (RANK IF APPLICABLE) Engineer		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Hudson Falls, NY		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 41 (APR 6)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	11	55	
	Constitution (CON)	12	60	
	Dexterity (DEX)	13	65	Nimble
	Intelligence (INT)	11	55	
	Power (POW)	12	60	
	Charisma (CHA)	13	65	Affable
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		12	
	Willpower Points (WP)		12	
Sanity Points (SAN)		60		
Breaking Point (BP)		48		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		13
		13
		13
12. MOTIVATIONS AND MENTAL DISORDERS		
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	70	<input type="checkbox"/> First Aid (10%)	30	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	40	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (10%)	60
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)	20	<input type="checkbox"/> SIGINT (0%)	40
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	30	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	30	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)	20	<input type="checkbox"/> Law (0%)	40	<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	10	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	40
	<input type="checkbox"/> Computer Science (0%)	60	<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Electrician	30	<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Electrician	30	<input type="checkbox"/> Occult (10%)	10		40
	<input type="checkbox"/> Mechanic	40	<input type="checkbox"/> Persuade (20%)	20		
	<input type="checkbox"/> Microelectronics	40	<input type="checkbox"/> Pharmacy (0%)			
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Pilot (0%):			
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Psychotherapy (10%)	10		
	<input type="checkbox"/> Disguise (10%)	10				
	<input type="checkbox"/> Dodge (30%)	30				
	<input type="checkbox"/> Drive (20%)	20				
	<input type="checkbox"/> Firearms (20%)	20				

DB=0

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

THIS IS A WORK OF FICTION

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	40%		1D4-1				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY		
			19. SPECIAL TRAINING	SKILL OR STAT USED

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL MAX, Charmaine		2. PROFESSION (RANK IF APPLICABLE) Engineer		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Acton, MT		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 47 (OCT 1)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	10	50	
	Constitution (CON)	11	55	
	Dexterity (DEX)	12	60	
	Intelligence (INT)	14	70	Canny
	Power (POW)	15	75	Strong-willed
	Charisma (CHA)	10	50	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		10	
	Willpower Points (WP)		15	
Sanity Points (SAN)		75		
Breaking Point (BP)		60		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		10
		10
		10
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	20	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (10%)	60
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	30	<input type="checkbox"/> Search (20%)	40
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)	20	<input type="checkbox"/> SIGINT (0%)	20
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	40
			<input type="checkbox"/> HUMINT (10%)	30	<input type="checkbox"/> Surgery (0%)	10
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)	60	<input type="checkbox"/> Survival (10%)	
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	10
	<input type="checkbox"/> Bureaucracy (10%)	50	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	20
	<input type="checkbox"/> Computer Science (0%)	80	<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	40
	<input type="checkbox"/> Electrician	30	<input type="checkbox"/> Navigate (10%)	30	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Electronics	30	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Mechanic	40	<input type="checkbox"/> Persuade (20%)	20	<input type="checkbox"/>	
	<input type="checkbox"/> Microelectronics	40	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10			<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30			<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	20			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	40			<input type="checkbox"/>	

DB=0

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

THIS IS A WORK OF FICTION

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	40%		1D4-1				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY
		19. SPECIAL TRAINING
		SKILL OR STAT USED

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL SHEAFFER, Jered		2. PROFESSION (RANK IF APPLICABLE) Engineer		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Seaford, NY		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 30 (APR 20)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	9	45	
	Constitution (CON)	13	65	Resistant
	Dexterity (DEX)	16	80	Lithe
	Intelligence (INT)	12	60	
	Power (POW)	8	40	Low spirited
	Charisma (CHA)	13	65	Charming
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		11	
	Willpower Points (WP)		8	
Sanity Points (SAN)		40		
Breaking Point (BP)		32		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		13
		13
		13
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	50	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	20	<input type="checkbox"/> Forensics (0%)	20	<input type="checkbox"/> Science (10%)	40
	<input type="checkbox"/> Anthropology (0%)	20	<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Mathematics	40
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> SIGINT (0%)	60
			<input type="checkbox"/> HUMINT (10%)	30	<input type="checkbox"/> Stealth (10%)	10
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)	40	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Athletics (30%)	50	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Bureaucracy (10%)	30	<input type="checkbox"/> Melee Weapons (30%)	50	<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Computer Science (0%)	60	<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unarmed Combat (40%)	40
	<input type="checkbox"/> Electrician	30			<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Electrician	30	<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Mechanic	30	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	40
	<input type="checkbox"/> Microelectronics	40	<input type="checkbox"/> Persuade (20%)	20	<input type="checkbox"/>	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	30			<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	20				
	<input type="checkbox"/> Firearms (20%)	20				

DB=0

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

THIS IS A WORK OF FICTION

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	40%		1D4-1				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL OPPENHEIM, Gladys		2. PROFESSION (RANK IF APPLICABLE) Federal Agent		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Creston, WA		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 29 (JUN 6)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	14	70	Muscular
	Constitution (CON)	10	50	
	Dexterity (DEX)	15	75	Nimble
	Intelligence (INT)	12	60	
	Power (POW)	10	50	
	Charisma (CHA)	11	55	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		12	
	Willpower Points (WP)		10	
Sanity Points (SAN)		50		
Breaking Point (BP)		40		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE	
		11	
		11	
		11	
	12. MOTIVATIONS AND MENTAL DISORDERS		
	13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted			

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	30	<input type="checkbox"/> First Aid (10%)	30	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	50	<input type="checkbox"/> Forensics (0%)	30	<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	50
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	30
			<input type="checkbox"/> HUMINT (10%)	60	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)	30	<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	40	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	60
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):	20	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	30	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	70	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	70
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	50	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)	20	<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	50			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	50	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=1

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

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR								
	Concealed Kevlar vest - Armour Rating 3 * Reinforced Kevlar vest - Armour Rating 4 * Tactical body armor - Armour Rating 5 * Kevlar helmet - Armour Rating +1 Agency badge and ID card Pistol holster (belt) 2 spare pistol mags (belt pouch) Tactical light Handcuffs (belt pouch) Agency marked windbreaker jacket Encrypted smartphone				Police-band radio with earpiece & throat microphone Small evidence-collection kit * Rugged, encrypted laptop with access to agency networks * First aid kit * Portable fire extinguisher * Spare ammunition				
	Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.								
	16.	WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a)	Unarmed	60%		1D4				
	(b)	Medium Pistol	50%	15m	1D10				15
	(c)	Shotgun (shot)	70%	75m	2D8 †				5
	(d)	Shotgun (slug)	50%	75m	2D8 ‡				5
	(e)								
	(f)								
(g)									

REMARKS	17. PERSONAL DETAILS AND NOTES		18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY	
			19. SPECIAL TRAINING	SKILL OR STAT USED

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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* In car boot
 † Half damage beyond base range
 ‡ Damage reduced to 2D6 beyond base range

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL GROH, Brooks		2. PROFESSION (RANK IF APPLICABLE) Federal Agent		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Ronda, NC		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 36 (DEC 7)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	13	65	Sturdy
	Constitution (CON)	11	55	
	Dexterity (DEX)	12	60	
	Intelligence (INT)	13	65	Crafty
	Power (POW)	12	60	
	Charisma (CHA)	11	55	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		12	
	Willpower Points (WP)		12	
Sanity Points (SAN)		60		
Breaking Point (BP)		48		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE	
		11	
		11	
		11	
	12. MOTIVATIONS AND MENTAL DISORDERS		
	13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted			

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	30
	<input type="checkbox"/> Alertness (20%)	50	<input type="checkbox"/> Forensics (0%)	50	<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	50
	<input type="checkbox"/> Archeology (0%)	20	<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	80	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)	30	<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	40	<input type="checkbox"/> Melee Weapons (30%)	50	<input type="checkbox"/> Unarmed Combat (40%)	80
	<input type="checkbox"/> Computer Science (0%)	50	<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	50	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	70	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	30	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	50			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	50	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=1

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

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR Concealed Kevlar vest - Armour Rating 3 * Reinforced Kevlar vest - Armour Rating 4 * Tactical body armor - Armour Rating 5 * Kevlar helmet - Armour Rating +1 Agency badge and ID card Pistol holster (belt) 2 spare pistol mags (belt pouch) Tactical light Handcuffs (belt pouch) Agency marked windbreaker jacket Encrypted smartphone	Police-band radio with earpiece & throat microphone Small evidence-collection kit * Rugged, encrypted laptop with access to agency networks * First aid kit * Portable fire extinguisher * Spare ammunition
	Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.	

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	80%		1D4				
(b) Medium Pistol	50%	15m	1D10				15
(c) Light Pistol	50%	10m	1D8				7
(d) Light Carbine	50%	100m	1D12 §	3	10%		30
(e)							
(f)							
(g)							

†
* †

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY													
	<table border="1" style="width:100%; border-collapse: collapse;"> <thead> <tr> <th style="width:50%;">19. SPECIAL TRAINING</th> <th style="width:50%;">SKILL OR STAT USED</th> </tr> </thead> <tbody> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> </tbody> </table>		19. SPECIAL TRAINING	SKILL OR STAT USED											
19. SPECIAL TRAINING	SKILL OR STAT USED														

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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* In car boot
 † Ankle holster
 ‡ With holographic sight - +20% bonus to hit as long as shooter has taken no

damage since last action
 § Use Lethality rating if firing bursts

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL SALADINO, Lillian		2. PROFESSION (RANK IF APPLICABLE) Federal Agent		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Holly Springs, NC		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 45 (MAR 23)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	10	50	
	Constitution (CON)	8	40	Unfit
	Dexterity (DEX)	10	50	
	Intelligence (INT)	13	65	Perceptive
	Power (POW)	17	85	Imperturbable
	Charisma (CHA)	14	70	Affable
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		9	
	Willpower Points (WP)		17	
Sanity Points (SAN)		85		
Breaking Point (BP)		68		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE	
		14	
		14	
		14	
	12. MOTIVATIONS AND MENTAL DISORDERS		
	13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted			

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	50	<input type="checkbox"/> Forensics (0%)	30	<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	70
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)	50	<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	80	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)	20	<input type="checkbox"/> Law (0%)	30	<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	60	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	60
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	70	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)	20	<input type="checkbox"/> Persuade (20%)	50	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	30	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	50			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	70	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=0

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

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INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR	
	<table style="width:100%; border: none;"> <tr> <td style="width: 50%; border: none; vertical-align: top;"> <p>Concealed Kevlar vest - Armour Rating 3 * Reinforced Kevlar vest - Armour Rating 4 * Tactical body armor - Armour Rating 5 * Kevlar helmet - Armour Rating +1 Agency badge and ID card Pistol holster (belt) 2 spare pistol mags (belt pouch) Tactical light Handcuffs (belt pouch) Agency marked windbreaker jacket Encrypted smartphone</p> </td> <td style="width: 50%; border: none; vertical-align: top;"> <p>Police-band radio with earpiece & throat microphone Small evidence-collection kit * Rugged, encrypted laptop with access to agency networks * First aid kit * Portable fire extinguisher * Spare ammunition</p> </td> </tr> </table>	<p>Concealed Kevlar vest - Armour Rating 3 * Reinforced Kevlar vest - Armour Rating 4 * Tactical body armor - Armour Rating 5 * Kevlar helmet - Armour Rating +1 Agency badge and ID card Pistol holster (belt) 2 spare pistol mags (belt pouch) Tactical light Handcuffs (belt pouch) Agency marked windbreaker jacket Encrypted smartphone</p>
<p>Concealed Kevlar vest - Armour Rating 3 * Reinforced Kevlar vest - Armour Rating 4 * Tactical body armor - Armour Rating 5 * Kevlar helmet - Armour Rating +1 Agency badge and ID card Pistol holster (belt) 2 spare pistol mags (belt pouch) Tactical light Handcuffs (belt pouch) Agency marked windbreaker jacket Encrypted smartphone</p>	<p>Police-band radio with earpiece & throat microphone Small evidence-collection kit * Rugged, encrypted laptop with access to agency networks * First aid kit * Portable fire extinguisher * Spare ammunition</p>	

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

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	60%		1D4-1				
(b) Medium Pistol	70%	15m	1D10				15
(c) Shotgun (shot)	90%	75m	2D8 †				5 *
(d) Shotgun (slug)	70%	75m	2D8 ‡				5 *
(e)							
(f)							
(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY														
		<table border="1" style="width:100%; border-collapse: collapse;"> <tr> <th style="width: 50%;">19. SPECIAL TRAINING</th> <th style="width: 50%;">SKILL OR STAT USED</th> </tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> </table>	19. SPECIAL TRAINING	SKILL OR STAT USED												
19. SPECIAL TRAINING	SKILL OR STAT USED															

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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* In car boot
 † Half damage beyond base range
 ‡ Damage reduced to 2D6 beyond base range

THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL CARBALLO, Sarah		2. PROFESSION (RANK IF APPLICABLE) Federal Agent		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Lake Waukomis, MO		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 50 (DEC 8)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES	PSYCHOLOGICAL DATA	11. BONDS	SCORE	
	Strength (STR)	15	75	Muscular			10	
	Constitution (CON)	12	60				10	
	Dexterity (DEX)	11	55				10	
	Intelligence (INT)	14	70	Quick witted				
	Power (POW)	10	50					
	Charisma (CHA)	10	50					
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT		12. MOTIVATIONS AND MENTAL DISORDERS		
	Hit Points (HP)		14					
	Willpower Points (WP)		10					
Sanity Points (SAN)		50						
Breaking Point (BP)		40						
10. PHYSICAL DESCRIPTION					13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE			
					Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted			

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	30
	<input type="checkbox"/> Alertness (20%)	50	<input type="checkbox"/> Forensics (0%)	30	<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)	20	<input type="checkbox"/> Heavy Machinery (10%)	30	<input type="checkbox"/> Search (20%)	70
	<input type="checkbox"/> Archeology (0%)	20	<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	60	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)	20	<input type="checkbox"/> Law (0%)	30	<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)	20	<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	40	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	80
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	50	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	50	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)	50	<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	50			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	50	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

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

DB=1

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR Concealed Kevlar vest - Armour Rating 3 * Reinforced Kevlar vest - Armour Rating 4 * Tactical body armor - Armour Rating 5 * Kevlar helmet - Armour Rating +1 Agency badge and ID card Pistol holster (belt) 2 spare pistol mags (belt pouch) Tactical light Handcuffs (belt pouch) Agency marked windbreaker jacket Encrypted smartphone	Police-band radio with earpiece & throat microphone Small evidence-collection kit * Rugged, encrypted laptop with access to agency networks * First aid kit * Portable fire extinguisher * Spare ammunition
	Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.	

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	80%		1D4				
(b) Medium Pistol	50%	15m	1D10				15
(c) Light Pistol	50%	10m	1D8				7
(d) Light Carbine	50%	100m	1D12 §	3	10%		30
(e)							
(f)							
(g)							

†
* †

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY													
		<table border="1" style="width:100%; border-collapse: collapse;"> <tr> <th style="width:50%;">19. SPECIAL TRAINING</th> <th style="width:50%;">SKILL OR STAT USED</th> </tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> </table>	19. SPECIAL TRAINING	SKILL OR STAT USED											
19. SPECIAL TRAINING	SKILL OR STAT USED														
Please indicate why this agent was recruited and why the agent agreed to be recruited.															

THIS IS A WORK OF FICTION

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL BEVAN, Corrie		2. PROFESSION (RANK IF APPLICABLE) Federal Agent		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Plainview, SD		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 54 (JAN 24)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	15	75	Powerful
	Constitution (CON)	11	55	
	Dexterity (DEX)	10	50	
	Intelligence (INT)	12	60	
	Power (POW)	14	70	Unflinching
	Charisma (CHA)	10	50	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		13	
	Willpower Points (WP)		14	
Sanity Points (SAN)		70		
Breaking Point (BP)		56		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		10
		10
		10
12. MOTIVATIONS AND MENTAL DISORDERS		
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	80	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	50	<input type="checkbox"/> Forensics (0%)	50	<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)	20	<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	50
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	80	<input type="checkbox"/> Surgery (0%)	20
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)	30	<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	50	<input type="checkbox"/> Medicine (0%)	20	<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	40	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	60
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):	20	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	50	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	50	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	50			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	50	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=1

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

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR	
	<table style="width:100%; border: none;"> <tr> <td style="width: 50%; border: none; vertical-align: top;"> <p>Concealed Kevlar vest - Armour Rating 3 * Reinforced Kevlar vest - Armour Rating 4 * Tactical body armor - Armour Rating 5 * Kevlar helmet - Armour Rating +1 Agency badge and ID card Pistol holster (belt) 2 spare pistol mags (belt pouch) Tactical light Handcuffs (belt pouch) Agency marked windbreaker jacket Encrypted smartphone</p> </td> <td style="width: 50%; border: none; vertical-align: top;"> <p>Police-band radio with earpiece & throat microphone Small evidence-collection kit * Rugged, encrypted laptop with access to agency networks * First aid kit * Portable fire extinguisher * Spare ammunition</p> </td> </tr> </table>	<p>Concealed Kevlar vest - Armour Rating 3 * Reinforced Kevlar vest - Armour Rating 4 * Tactical body armor - Armour Rating 5 * Kevlar helmet - Armour Rating +1 Agency badge and ID card Pistol holster (belt) 2 spare pistol mags (belt pouch) Tactical light Handcuffs (belt pouch) Agency marked windbreaker jacket Encrypted smartphone</p>
<p>Concealed Kevlar vest - Armour Rating 3 * Reinforced Kevlar vest - Armour Rating 4 * Tactical body armor - Armour Rating 5 * Kevlar helmet - Armour Rating +1 Agency badge and ID card Pistol holster (belt) 2 spare pistol mags (belt pouch) Tactical light Handcuffs (belt pouch) Agency marked windbreaker jacket Encrypted smartphone</p>	<p>Police-band radio with earpiece & throat microphone Small evidence-collection kit * Rugged, encrypted laptop with access to agency networks * First aid kit * Portable fire extinguisher * Spare ammunition</p>	

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

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	60%		1D4				
(b) Medium Pistol	50%	15m	1D10				15
(c) Shotgun (shot)	70%	75m	2D8 †				5 *
(d) Shotgun (slug)	50%	75m	2D8 ‡				5 *
(e)							
(f)							
(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY														
		<table border="1" style="width:100%; border-collapse: collapse;"> <tr> <th style="width: 50%;">19. SPECIAL TRAINING</th> <th style="width: 50%;">SKILL OR STAT USED</th> </tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> </table>	19. SPECIAL TRAINING	SKILL OR STAT USED												
19. SPECIAL TRAINING	SKILL OR STAT USED															

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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* In car boot
 † Half damage beyond base range
 ‡ Damage reduced to 2D6 beyond base range

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL LEDGER, Dave		2. PROFESSION (RANK IF APPLICABLE) Federal Agent		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Fish Camp, CA		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 30 (OCT 17)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	12	60	
	Constitution (CON)	9	45	
	Dexterity (DEX)	11	55	
	Intelligence (INT)	18	90	Genius
	Power (POW)	11	55	
	Charisma (CHA)	11	55	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		10	
	Willpower Points (WP)		11	
Sanity Points (SAN)		55		
Breaking Point (BP)		44		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		11
		11
		11
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	30	<input type="checkbox"/> Ride (10%)	30
	<input type="checkbox"/> Alertness (20%)	50	<input type="checkbox"/> Forensics (0%)	30	<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	50
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	30	<input type="checkbox"/> Stealth (10%)	30
			<input type="checkbox"/> HUMINT (10%)	60	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)	30	<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	40	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	80
	<input type="checkbox"/> Computer Science (0%)	20	<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):	20	<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	50	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	50	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	30	<input type="checkbox"/> Pharmacy (0%)	50	<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	50			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	50	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=0

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

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR Concealed Kevlar vest - Armour Rating 3 * Reinforced Kevlar vest - Armour Rating 4 * Tactical body armor - Armour Rating 5 * Kevlar helmet - Armour Rating +1 Agency badge and ID card Pistol holster (belt) 2 spare pistol mags (belt pouch) Tactical light Handcuffs (belt pouch) Agency marked windbreaker jacket Encrypted smartphone	Police-band radio with earpiece & throat microphone Small evidence-collection kit * Rugged, encrypted laptop with access to agency networks * First aid kit * Portable fire extinguisher * Spare ammunition
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Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	80%		1D4-1				
(b) Medium Pistol	50%	15m	1D10				15
(c) Light Pistol	50%	10m	1D8				7
(d) Shotgun (shot)	70%	75m	2D8 †				5
(e) Shotgun (slug)	50%	75m	2D8 §				5
(f)							
(g)							

† * *

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY													
		<table border="1" style="width:100%; border-collapse: collapse;"> <thead> <tr> <th style="width: 50%;">19. SPECIAL TRAINING</th> <th style="width: 50%;">SKILL OR STAT USED</th> </tr> </thead> <tbody> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> </tbody> </table>	19. SPECIAL TRAINING	SKILL OR STAT USED											
19. SPECIAL TRAINING	SKILL OR STAT USED														

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
-------------------------	---------------------

THIS IS A WORK OF FICTION

* In car boot range
 † Ankle holster
 ‡ Half damage beyond base range
 § Damage reduced to 2D6 beyond base

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL BRADWAY, Aubrey		2. PROFESSION (RANK IF APPLICABLE) Federal Agent		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Elida, NM		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 39 (APR 4)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	12	60	
	Constitution (CON)	10	50	
	Dexterity (DEX)	10	50	
	Intelligence (INT)	14	70	Perceptive
	Power (POW)	15	75	Forbearing
	Charisma (CHA)	11	55	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		11	
	Willpower Points (WP)		15	
Sanity Points (SAN)		75		
Breaking Point (BP)		60		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE	
		11	
		11	
		11	
	12. MOTIVATIONS AND MENTAL DISORDERS		
	13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted			

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	60	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	50	<input type="checkbox"/> Forensics (0%)	30	<input type="checkbox"/> Science (0%):	20
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	50
	<input type="checkbox"/> Archeology (0%)	20	<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	60	<input type="checkbox"/> Surgery (0%)	20
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)	30	<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)	20	<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	60	<input type="checkbox"/> Melee Weapons (30%)	50	<input type="checkbox"/> Unarmed Combat (40%)	60
	<input type="checkbox"/> Computer Science (0%)	20	<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	50	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)	20	<input type="checkbox"/> Persuade (20%)	50	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	50			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	50	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=0

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

THIS IS A WORK OF FICTION

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR	
	<table style="width:100%; border: none;"> <tr> <td style="width: 50%; border: none; vertical-align: top;"> <p>Concealed Kevlar vest - Armour Rating 3 * Reinforced Kevlar vest - Armour Rating 4 * Tactical body armor - Armour Rating 5 * Kevlar helmet - Armour Rating +1 Agency badge and ID card Pistol holster (belt) 2 spare pistol mags (belt pouch) Tactical light Handcuffs (belt pouch) Agency marked windbreaker jacket Encrypted smartphone</p> </td> <td style="width: 50%; border: none; vertical-align: top;"> <p>Police-band radio with earpiece & throat microphone Small evidence-collection kit * Rugged, encrypted laptop with access to agency networks * First aid kit * Portable fire extinguisher * Spare ammunition</p> </td> </tr> </table>	<p>Concealed Kevlar vest - Armour Rating 3 * Reinforced Kevlar vest - Armour Rating 4 * Tactical body armor - Armour Rating 5 * Kevlar helmet - Armour Rating +1 Agency badge and ID card Pistol holster (belt) 2 spare pistol mags (belt pouch) Tactical light Handcuffs (belt pouch) Agency marked windbreaker jacket Encrypted smartphone</p>
<p>Concealed Kevlar vest - Armour Rating 3 * Reinforced Kevlar vest - Armour Rating 4 * Tactical body armor - Armour Rating 5 * Kevlar helmet - Armour Rating +1 Agency badge and ID card Pistol holster (belt) 2 spare pistol mags (belt pouch) Tactical light Handcuffs (belt pouch) Agency marked windbreaker jacket Encrypted smartphone</p>	<p>Police-band radio with earpiece & throat microphone Small evidence-collection kit * Rugged, encrypted laptop with access to agency networks * First aid kit * Portable fire extinguisher * Spare ammunition</p>	

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.								
16.	WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	60%		1D4-1				
	(b) Medium Pistol	50%	15m	1D10				15
	(c) Light Pistol	50%	10m	1D8				7
	(d) Shotgun (shot)	70%	75m	2D8 †				5
	(e) Shotgun (slug)	50%	75m	2D8 §				5
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY													
		<table border="1" style="width:100%; border-collapse: collapse;"> <tr> <td style="width: 50%;">19. SPECIAL TRAINING</td> <td style="width: 50%;">SKILL OR STAT USED</td> </tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> </table>	19. SPECIAL TRAINING	SKILL OR STAT USED											
19. SPECIAL TRAINING	SKILL OR STAT USED														

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL COYER, Carlton		2. PROFESSION (RANK IF APPLICABLE) Federal Agent		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Pearl, MS		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 36 (FEB 22)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	12	60	
	Constitution (CON)	8	40	Frail
	Dexterity (DEX)	13	65	Nimble
	Intelligence (INT)	16	80	Crafty
	Power (POW)	12	60	
	Charisma (CHA)	17	85	Beguiling
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		10	
	Willpower Points (WP)		12	
Sanity Points (SAN)		60		
Breaking Point (BP)		48		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS		SCORE
			17
			17
			17
	12. MOTIVATIONS AND MENTAL DISORDERS		
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE			
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted			

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	30	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	30
	<input type="checkbox"/> Alertness (20%)	70	<input type="checkbox"/> Forensics (0%)	30	<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	50
	<input type="checkbox"/> Archeology (0%)	20	<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	60	<input type="checkbox"/> Surgery (0%)	20
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)	30	<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	40	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	60
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	50	<input type="checkbox"/> Occult (10%)	30	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	50	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	30	<input type="checkbox"/> Pharmacy (0%)	50	<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):	20	<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	50			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	50	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=0

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

THIS IS A WORK OF FICTION

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR	
	<table style="width:100%; border: none;"> <tr> <td style="width: 50%; border: none; vertical-align: top;"> <p>Concealed Kevlar vest - Armour Rating 3 * Reinforced Kevlar vest - Armour Rating 4 * Tactical body armor - Armour Rating 5 * Kevlar helmet - Armour Rating +1 Agency badge and ID card Pistol holster (belt) 2 spare pistol mags (belt pouch) Tactical light Handcuffs (belt pouch) Agency marked windbreaker jacket Encrypted smartphone</p> </td> <td style="width: 50%; border: none; vertical-align: top;"> <p>Police-band radio with earpiece & throat microphone Small evidence-collection kit * Rugged, encrypted laptop with access to agency networks * First aid kit * Portable fire extinguisher * Spare ammunition</p> </td> </tr> </table>	<p>Concealed Kevlar vest - Armour Rating 3 * Reinforced Kevlar vest - Armour Rating 4 * Tactical body armor - Armour Rating 5 * Kevlar helmet - Armour Rating +1 Agency badge and ID card Pistol holster (belt) 2 spare pistol mags (belt pouch) Tactical light Handcuffs (belt pouch) Agency marked windbreaker jacket Encrypted smartphone</p>
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Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	60%		1D4-1				
(b) Medium Pistol	50%	15m	1D10				15
(c) Light Pistol	50%	10m	1D8				7
(d) Light Carbine	50%	100m	1D12 §	3	10%		30
(e)							
(f)							
(g)							

†
* †

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY														
		<table border="1" style="width:100%; border-collapse: collapse;"> <tr> <th style="width: 50%;">19. SPECIAL TRAINING</th> <th style="width: 50%;">SKILL OR STAT USED</th> </tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> </table>	19. SPECIAL TRAINING	SKILL OR STAT USED												
19. SPECIAL TRAINING	SKILL OR STAT USED															

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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* In car boot
 † Ankle holster
 ‡ With holographic sight - +20% bonus to hit as long as shooter has taken no damage since last action
 § Use Lethality rating if firing bursts

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL RHEM, Gwendolyn		2. PROFESSION (RANK IF APPLICABLE) Federal Agent		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Liberty, NC		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 51 (MAR 7)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	11	55	
	Constitution (CON)	13	65	Fit
	Dexterity (DEX)	11	55	
	Intelligence (INT)	12	60	
	Power (POW)	12	60	
	Charisma (CHA)	13	65	Outgoing
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		12	
	Willpower Points (WP)		12	
Sanity Points (SAN)		60		
Breaking Point (BP)		48		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		13
		13
		13
12. MOTIVATIONS AND MENTAL DISORDERS		
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	30	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	70	<input type="checkbox"/> Forensics (0%)	30	<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	50
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	60	<input type="checkbox"/> Surgery (0%)	20
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)	30	<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)	20	<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	60	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	60
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):	20	<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	50	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	20
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	70	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)	50	<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	50			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	50	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=0

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

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INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR	
	<table style="width:100%; border: none;"> <tr> <td style="width: 50%; border: none; vertical-align: top;"> <p>Concealed Kevlar vest - Armour Rating 3 * Reinforced Kevlar vest - Armour Rating 4 * Tactical body armor - Armour Rating 5 * Kevlar helmet - Armour Rating +1 Agency badge and ID card Pistol holster (belt) 2 spare pistol mags (belt pouch) Tactical light Handcuffs (belt pouch) Agency marked windbreaker jacket Encrypted smartphone</p> </td> <td style="width: 50%; border: none; vertical-align: top;"> <p>Police-band radio with earpiece & throat microphone Small evidence-collection kit * Rugged, encrypted laptop with access to agency networks * First aid kit * Portable fire extinguisher * Spare ammunition</p> </td> </tr> </table>	<p>Concealed Kevlar vest - Armour Rating 3 * Reinforced Kevlar vest - Armour Rating 4 * Tactical body armor - Armour Rating 5 * Kevlar helmet - Armour Rating +1 Agency badge and ID card Pistol holster (belt) 2 spare pistol mags (belt pouch) Tactical light Handcuffs (belt pouch) Agency marked windbreaker jacket Encrypted smartphone</p>
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Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	60%		1D4-1				
(b) Medium Pistol	50%	15m	1D10				15
(c) Light Carbine	50%	100m	1D12 †	3	10%		30
(d)							
(e)							
(f)							
(g)							

* †

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY														
		<table border="1" style="width:100%; border-collapse: collapse;"> <tr> <th style="width: 50%;">19. SPECIAL TRAINING</th> <th style="width: 50%;">SKILL OR STAT USED</th> </tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> </table>	19. SPECIAL TRAINING	SKILL OR STAT USED												
19. SPECIAL TRAINING	SKILL OR STAT USED															

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

* In car boot

† Use Lethality rating if firing bursts

‡ With holographic sight - +20% bonus to hit as long as shooter has taken no damage since last action

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL RENFROW, Hugh		2. PROFESSION (RANK IF APPLICABLE) Federal Agent		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Windham, ME		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 40 (JUN 28)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	14	70	Sturdy
	Constitution (CON)	10	50	
	Dexterity (DEX)	15	75	Agile
	Intelligence (INT)	11	55	
	Power (POW)	12	60	
	Charisma (CHA)	10	50	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		12	
	Willpower Points (WP)		12	
Sanity Points (SAN)		60		
Breaking Point (BP)		48		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		10
		10
		10
12. MOTIVATIONS AND MENTAL DISORDERS		
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	50	<input type="checkbox"/> Forensics (0%)	30	<input type="checkbox"/> Science (0%):	20
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	50
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	20
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	30
			<input type="checkbox"/> HUMINT (10%)	60	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)	30	<input type="checkbox"/> Survival (10%)	30
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)	20	<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	40	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	60
	<input type="checkbox"/> Computer Science (0%)	50	<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	70	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	70	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	30	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	50			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	50	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=1

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

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR Concealed Kevlar vest - Armour Rating 3 * Reinforced Kevlar vest - Armour Rating 4 * Tactical body armor - Armour Rating 5 * Kevlar helmet - Armour Rating +1 Agency badge and ID card Pistol holster (belt) 2 spare pistol mags (belt pouch) Tactical light Handcuffs (belt pouch) Agency marked windbreaker jacket Encrypted smartphone	Police-band radio with earpiece & throat microphone Small evidence-collection kit * Rugged, encrypted laptop with access to agency networks * First aid kit * Portable fire extinguisher * Spare ammunition
	Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.	

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	60%		1D4				
(b) Medium Pistol	50%	15m	1D10				15
(c) Light Carbine	50%	100m	1D12 †	3	10%		30
(d)							
(e)							
(f)							
(g)							

* †

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY													
		<table border="1" style="width:100%; border-collapse: collapse;"> <tr> <th style="width:60%;">19. SPECIAL TRAINING</th> <th style="width:40%;">SKILL OR STAT USED</th> </tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> </table>	19. SPECIAL TRAINING	SKILL OR STAT USED											
19. SPECIAL TRAINING	SKILL OR STAT USED														

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20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

* In car boot
 † With holographic sight - +20% bonus to hit as long as shooter has taken no damage since last action
 ‡ Use Lethality rating if firing bursts

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL DEWOODY, Mara		2. PROFESSION (RANK IF APPLICABLE) Federal Agent		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Hamilton, TX		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 43 (NOV 22)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES	PSYCHOLOGICAL DATA	11. BONDS	SCORE
	Strength (STR)	13	65	Muscular		8	
	Constitution (CON)	10	50			8	
	Dexterity (DEX)	10	50			8	
	Intelligence (INT)	14	70	Astute			
	Power (POW)	17	85	Imperturbable			
	Charisma (CHA)	8	40	Silent			
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT		12. MOTIVATIONS AND MENTAL DISORDERS	
	Hit Points (HP)		12				
	Willpower Points (WP)		17				
Sanity Points (SAN)		85					
Breaking Point (BP)		68					
10. PHYSICAL DESCRIPTION				13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE			
				Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted			

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	30
	<input type="checkbox"/> Alertness (20%)	70	<input type="checkbox"/> Forensics (0%)	30	<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)	20	<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	50
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)	50	<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):	20	<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	60	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)	20	<input type="checkbox"/> Law (0%)	30	<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	40	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	60
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	50	<input type="checkbox"/> Occult (10%)	30	<input type="checkbox"/>	20
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	50	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):	20	<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	50			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	50	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

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

DB=1

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR Concealed Kevlar vest - Armour Rating 3 * Reinforced Kevlar vest - Armour Rating 4 * Tactical body armor - Armour Rating 5 * Kevlar helmet - Armour Rating +1 Agency badge and ID card Pistol holster (belt) 2 spare pistol mags (belt pouch) Tactical light Handcuffs (belt pouch) Agency marked windbreaker jacket Encrypted smartphone	Police-band radio with earpiece & throat microphone Small evidence-collection kit * Rugged, encrypted laptop with access to agency networks * First aid kit * Portable fire extinguisher * Spare ammunition
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Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	60%		1D4				
(b) Medium Pistol	50%	15m	1D10				15
(c) Light Carbine	50%	100m	1D12 †	3	10%		30
(d)							
(e)							
(f)							
(g)							

* †

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY													
		<table border="1" style="width:100%; border-collapse: collapse;"> <tr> <th style="width: 50%;">19. SPECIAL TRAINING</th> <th style="width: 50%;">SKILL OR STAT USED</th> </tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> </table>	19. SPECIAL TRAINING	SKILL OR STAT USED											
19. SPECIAL TRAINING	SKILL OR STAT USED														

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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* In car boot
 † With holographic sight - +20% bonus to hit as long as shooter has taken no damage since last action
 ‡ Use Lethality rating if firing bursts

THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL LAFLAMME, Deron		2. PROFESSION (RANK IF APPLICABLE) Federal Agent		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Wilmington, NC		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 39 (SEP 28)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES	PSYCHOLOGICAL DATA	11. BONDS	SCORE	
	Strength (STR)	12	60				15	
	Constitution (CON)	14	70	Resistant			15	
	Dexterity (DEX)	10	50				15	
	Intelligence (INT)	11	55					
	Power (POW)	10	50					
	Charisma (CHA)	15	75	Likable				
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT		12. MOTIVATIONS AND MENTAL DISORDERS		
	Hit Points (HP)		13					
	Willpower Points (WP)		10					
Sanity Points (SAN)		50						
Breaking Point (BP)		40						
10. PHYSICAL DESCRIPTION				13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE				
				Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted				

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	50	<input type="checkbox"/> Forensics (0%)	30	<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	50
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	80	<input type="checkbox"/> Surgery (0%)	20
	<input type="checkbox"/> Artillery (0%)	20	<input type="checkbox"/> Law (0%)	30	<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)	20	<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	40	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	60
	<input type="checkbox"/> Computer Science (0%)	50	<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	30	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	50	<input type="checkbox"/> Occult (10%)	30	<input type="checkbox"/>	20
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	50	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	50			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	50	<input type="checkbox"/> Psychotherapy (10%)	30	<input type="checkbox"/>	

DB=0

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

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INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR Concealed Kevlar vest - Armour Rating 3 * Reinforced Kevlar vest - Armour Rating 4 * Tactical body armor - Armour Rating 5 * Kevlar helmet - Armour Rating +1 Agency badge and ID card Pistol holster (belt) 2 spare pistol mags (belt pouch) Tactical light Handcuffs (belt pouch) Agency marked windbreaker jacket Encrypted smartphone	Police-band radio with earpiece & throat microphone Small evidence-collection kit * Rugged, encrypted laptop with access to agency networks * First aid kit * Portable fire extinguisher * Spare ammunition
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Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	60%		1D4-1				
(b) Medium Pistol	50%	15m	1D10				15
(c) Light Carbine	50%	100m	1D12 †	3	10%		30
(d)							
(e)							
(f)							
(g)							

* †

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY													
		<table border="1" style="width:100%; border-collapse: collapse;"> <tr> <th style="width: 50%;">19. SPECIAL TRAINING</th> <th style="width: 50%;">SKILL OR STAT USED</th> </tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> </table>	19. SPECIAL TRAINING	SKILL OR STAT USED											
19. SPECIAL TRAINING	SKILL OR STAT USED														

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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* In car boot

† Use Lethality rating if firing bursts

† With holographic sight - +20% bonus to hit as long as shooter has taken no damage since last action

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL DART, Eileen		2. PROFESSION (RANK IF APPLICABLE) Federal Agent		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Lone Rock, IA		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 54 (OCT 9)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	11	55	
	Constitution (CON)	13	65	Robust
	Dexterity (DEX)	11	55	
	Intelligence (INT)	13	65	Canny
	Power (POW)	12	60	
	Charisma (CHA)	12	60	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		12	
	Willpower Points (WP)		12	
Sanity Points (SAN)		60		
Breaking Point (BP)		48		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE	
		12	
		12	
		12	
	12. MOTIVATIONS AND MENTAL DISORDERS		
	13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted			

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	30	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	50	<input type="checkbox"/> Forensics (0%)	30	<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	50
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	60	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)	20	<input type="checkbox"/> Law (0%)	30	<input type="checkbox"/> Survival (10%)	30
	<input type="checkbox"/> Athletics (30%)	50	<input type="checkbox"/> Medicine (0%)	20	<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	40	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	60
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):	20	<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	50	<input type="checkbox"/> Occult (10%)	30	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	70	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)	50	<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	50			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	50	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=0

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

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR	
	<table style="width:100%; border: none;"> <tr> <td style="width: 50%; border: none; vertical-align: top;"> <p>Concealed Kevlar vest - Armour Rating 3 * Reinforced Kevlar vest - Armour Rating 4 * Tactical body armor - Armour Rating 5 * Kevlar helmet - Armour Rating +1 Agency badge and ID card Pistol holster (belt) 2 spare pistol mags (belt pouch) Tactical light Handcuffs (belt pouch) Agency marked windbreaker jacket Encrypted smartphone</p> </td> <td style="width: 50%; border: none; vertical-align: top;"> <p>Police-band radio with earpiece & throat microphone Small evidence-collection kit * Rugged, encrypted laptop with access to agency networks * First aid kit * Portable fire extinguisher * Spare ammunition</p> </td> </tr> </table>	<p>Concealed Kevlar vest - Armour Rating 3 * Reinforced Kevlar vest - Armour Rating 4 * Tactical body armor - Armour Rating 5 * Kevlar helmet - Armour Rating +1 Agency badge and ID card Pistol holster (belt) 2 spare pistol mags (belt pouch) Tactical light Handcuffs (belt pouch) Agency marked windbreaker jacket Encrypted smartphone</p>
<p>Concealed Kevlar vest - Armour Rating 3 * Reinforced Kevlar vest - Armour Rating 4 * Tactical body armor - Armour Rating 5 * Kevlar helmet - Armour Rating +1 Agency badge and ID card Pistol holster (belt) 2 spare pistol mags (belt pouch) Tactical light Handcuffs (belt pouch) Agency marked windbreaker jacket Encrypted smartphone</p>	<p>Police-band radio with earpiece & throat microphone Small evidence-collection kit * Rugged, encrypted laptop with access to agency networks * First aid kit * Portable fire extinguisher * Spare ammunition</p>	

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

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	60%		1D4-1				
(b) Medium Pistol	50%	15m	1D10				15
(c) Light Pistol	50%	10m	1D8				7
(d) Light Carbine	50%	100m	1D12 §	3	10%		30
(e)							
(f)							
(g)							

†
* †

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY													
	<table border="1" style="width:100%; border-collapse: collapse;"> <tr> <th style="width: 50%;">19. SPECIAL TRAINING</th> <th style="width: 50%;">SKILL OR STAT USED</th> </tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> </table>		19. SPECIAL TRAINING	SKILL OR STAT USED											
19. SPECIAL TRAINING	SKILL OR STAT USED														

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

* In car boot
 † Ankle holster
 ‡ With holographic sight - +20% bonus to hit as long as shooter has taken no

damage since last action
 § Use Lethality rating if firing bursts

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL MOWRY, Cedrick		2. PROFESSION (RANK IF APPLICABLE) Federal Agent		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Sigel, IL		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 41 (DEC 20)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	11	55	
	Constitution (CON)	12	60	
	Dexterity (DEX)	10	50	
	Intelligence (INT)	14	70	Astute
	Power (POW)	15	75	Brave
	Charisma (CHA)	10	50	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		12	
	Willpower Points (WP)		15	
Sanity Points (SAN)		75		
Breaking Point (BP)		60		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		10
		10
		10
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	60	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	50	<input type="checkbox"/> Forensics (0%)	50	<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	30	<input type="checkbox"/> Search (20%)	70
	<input type="checkbox"/> Archeology (0%)	20	<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):	20	<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	60	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)	30	<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	40	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	60
	<input type="checkbox"/> Computer Science (0%)	20	<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	50	<input type="checkbox"/> Occult (10%)	30	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	50	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)	20	<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	50			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	50	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=0

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

THIS IS A WORK OF FICTION

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR	
	<table style="width:100%; border:none;"> <tr> <td style="width:50%; border:none;"> Concealed Kevlar vest - Armour Rating 3 * Reinforced Kevlar vest - Armour Rating 4 * Tactical body armor - Armour Rating 5 * Kevlar helmet - Armour Rating +1 Agency badge and ID card Pistol holster (belt) 2 spare pistol mags (belt pouch) Tactical light Handcuffs (belt pouch) Agency marked windbreaker jacket Encrypted smartphone </td> <td style="width:50%; border:none; vertical-align:top;"> Police-band radio with earpiece & throat microphone Small evidence-collection kit * Rugged, encrypted laptop with access to agency networks * First aid kit * Portable fire extinguisher * Spare ammunition </td> </tr> </table>	Concealed Kevlar vest - Armour Rating 3 * Reinforced Kevlar vest - Armour Rating 4 * Tactical body armor - Armour Rating 5 * Kevlar helmet - Armour Rating +1 Agency badge and ID card Pistol holster (belt) 2 spare pistol mags (belt pouch) Tactical light Handcuffs (belt pouch) Agency marked windbreaker jacket Encrypted smartphone
Concealed Kevlar vest - Armour Rating 3 * Reinforced Kevlar vest - Armour Rating 4 * Tactical body armor - Armour Rating 5 * Kevlar helmet - Armour Rating +1 Agency badge and ID card Pistol holster (belt) 2 spare pistol mags (belt pouch) Tactical light Handcuffs (belt pouch) Agency marked windbreaker jacket Encrypted smartphone	Police-band radio with earpiece & throat microphone Small evidence-collection kit * Rugged, encrypted laptop with access to agency networks * First aid kit * Portable fire extinguisher * Spare ammunition	

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.								
16.	WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	60%		1D4-1				
	(b) Medium Pistol	50%	15m	1D10				15
	(c) Light Pistol	50%	10m	1D8				7
	(d) Shotgun (shot)	70%	75m	2D8 †				5
	(e) Shotgun (slug)	50%	75m	2D8 §				5
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY														
		<table border="1" style="width:100%; border-collapse: collapse;"> <tr> <td style="width:50%;">19. SPECIAL TRAINING</td> <td style="width:50%;">SKILL OR STAT USED</td> </tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> </table>	19. SPECIAL TRAINING	SKILL OR STAT USED												
19. SPECIAL TRAINING	SKILL OR STAT USED															

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL VICTORY, Delia		2. PROFESSION (RANK IF APPLICABLE) Federal Agent		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Dadeville, AL		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 33 (JAN 7)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	11	55	
	Constitution (CON)	15	75	Resilient
	Dexterity (DEX)	13	65	Agile
	Intelligence (INT)	12	60	
	Power (POW)	9	45	
	Charisma (CHA)	11	55	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		13	
	Willpower Points (WP)		9	
Sanity Points (SAN)		45		
Breaking Point (BP)		36		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS		SCORE
			11
			11
			11
	12. MOTIVATIONS AND MENTAL DISORDERS		
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE			
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted			

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	30	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	50	<input type="checkbox"/> Forensics (0%)	30	<input type="checkbox"/> Science (0%):	20
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	70
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)	50	<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	60	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)	50	<input type="checkbox"/> Survival (10%)	30
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	60	<input type="checkbox"/> Melee Weapons (30%)	50	<input type="checkbox"/> Unarmed Combat (40%)	60
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	50	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	50	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	50	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	50			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	50	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=0

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

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INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR								
	Concealed Kevlar vest - Armour Rating 3 * Reinforced Kevlar vest - Armour Rating 4 * Tactical body armor - Armour Rating 5 * Kevlar helmet - Armour Rating +1 Agency badge and ID card Pistol holster (belt) 2 spare pistol mags (belt pouch) Tactical light Handcuffs (belt pouch) Agency marked windbreaker jacket Encrypted smartphone				Police-band radio with earpiece & throat microphone Small evidence-collection kit * Rugged, encrypted laptop with access to agency networks * First aid kit * Portable fire extinguisher * Spare ammunition				
	Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.								
	16.	WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a)	Unarmed	60%		1D4-1				
	(b)	Medium Pistol	50%	15m	1D10				15
	(c)	Shotgun (shot)	70%	75m	2D8 †				5
	(d)	Shotgun (slug)	50%	75m	2D8 ‡				5
(e)									
(f)									
(g)									

REMARKS	17. PERSONAL DETAILS AND NOTES		18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY	
			19. SPECIAL TRAINING	SKILL OR STAT USED

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
-------------------------	---------------------

* In car boot
 † Half damage beyond base range
 ‡ Damage reduced to 2D6 beyond base range

THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL PRESLER, Salvador		2. PROFESSION (RANK IF APPLICABLE) Federal Agent		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Detroit, MI		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 46 (AUG 22)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	14	70	Brawny
	Constitution (CON)	10	50	
	Dexterity (DEX)	17	85	Razor sharp
	Intelligence (INT)	8	40	Oblivious
	Power (POW)	10	50	
	Charisma (CHA)	13	65	Charming
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		12	
	Willpower Points (WP)		10	
Sanity Points (SAN)		50		
Breaking Point (BP)		40		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		13
		13
		13
12. MOTIVATIONS AND MENTAL DISORDERS		
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	60	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	50	<input type="checkbox"/> Forensics (0%)	30	<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	30	<input type="checkbox"/> Search (20%)	50
	<input type="checkbox"/> Archeology (0%)	20	<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	60	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)	30	<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	60	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	60
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):	20	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	30	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	50	<input type="checkbox"/> Occult (10%)	30	<input type="checkbox"/>	20
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	50	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	50			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	70	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=1

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

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR								
	Concealed Kevlar vest - Armour Rating 3 * Reinforced Kevlar vest - Armour Rating 4 * Tactical body armor - Armour Rating 5 * Kevlar helmet - Armour Rating +1 Agency badge and ID card Pistol holster (belt) 2 spare pistol mags (belt pouch) Tactical light Handcuffs (belt pouch) Agency marked windbreaker jacket Encrypted smartphone				Police-band radio with earpiece & throat microphone Small evidence-collection kit * Rugged, encrypted laptop with access to agency networks * First aid kit * Portable fire extinguisher * Spare ammunition				
	Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.								
	16.	WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a)	Unarmed	60%		1D4				
	(b)	Medium Pistol	70%	15m	1D10				15
	(c)	Shotgun (shot)	90%	75m	2D8 †				5
	(d)	Shotgun (slug)	70%	75m	2D8 ‡				5
(e)									
(f)									
(g)									

REMARKS	17. PERSONAL DETAILS AND NOTES		18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY	
			19. SPECIAL TRAINING	SKILL OR STAT USED

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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* In car boot
 † Half damage beyond base range
 ‡ Damage reduced to 2D6 beyond base range

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DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL MEIDINGER, Veronica		2. PROFESSION (RANK IF APPLICABLE) Federal Agent		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Weston, ID		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 51 (AUG 7)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	13	65	Muscular
	Constitution (CON)	12	60	
	Dexterity (DEX)	12	60	
	Intelligence (INT)	11	55	
	Power (POW)	13	65	Forbearing
	Charisma (CHA)	11	55	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		12	
	Willpower Points (WP)		13	
Sanity Points (SAN)		65		
Breaking Point (BP)		52		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		11
		11
		11
12. MOTIVATIONS AND MENTAL DISORDERS		
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	30
	<input type="checkbox"/> Alertness (20%)	50	<input type="checkbox"/> Forensics (0%)	30	<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	50
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	60	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)	20	<input type="checkbox"/> Law (0%)	30	<input type="checkbox"/> Survival (10%)	30
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	40	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	60
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	30	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	50	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)	20	<input type="checkbox"/> Persuade (20%)	50	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)	50	<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	50	<input type="checkbox"/> Pilot (0%):	20	<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	50			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	50	<input type="checkbox"/> Psychotherapy (10%)	30	<input type="checkbox"/>	

DB=1

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

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR Concealed Kevlar vest - Armour Rating 3 * Reinforced Kevlar vest - Armour Rating 4 * Tactical body armor - Armour Rating 5 * Kevlar helmet - Armour Rating +1 Agency badge and ID card Pistol holster (belt) 2 spare pistol mags (belt pouch) Tactical light Handcuffs (belt pouch) Agency marked windbreaker jacket Encrypted smartphone	Police-band radio with earpiece & throat microphone Small evidence-collection kit * Rugged, encrypted laptop with access to agency networks * First aid kit * Portable fire extinguisher * Spare ammunition
	Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.	

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	60%		1D4				
(b) Medium Pistol	50%	15m	1D10				15
(c) Light Carbine	50%	100m	1D12 †	3	10%		30
(d)							
(e)							
(f)							
(g)							

* †

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY													
		<table border="1" style="width:100%; border-collapse: collapse;"> <tr> <th style="width:60%;">19. SPECIAL TRAINING</th> <th style="width:40%;">SKILL OR STAT USED</th> </tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> </table>	19. SPECIAL TRAINING	SKILL OR STAT USED											
19. SPECIAL TRAINING	SKILL OR STAT USED														

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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* In car boot
 † With holographic sight - +20% bonus to hit as long as shooter has taken no damage since last action
 ‡ Use Lethality rating if firing bursts

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL NIEMEYER, Kelsey		2. PROFESSION (RANK IF APPLICABLE) Federal Agent		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Prairie View, IL		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 44 (APR 12)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	9	45	
	Constitution (CON)	14	70	Perfect health
	Dexterity (DEX)	8	40	Bulky
	Intelligence (INT)	15	75	Sharp
	Power (POW)	4	20	Craven
	Charisma (CHA)	9	45	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		12	
	Willpower Points (WP)		4	
Sanity Points (SAN)		20		
Breaking Point (BP)		16		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		9
		9
		9
12. MOTIVATIONS AND MENTAL DISORDERS		
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	60	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	50	<input type="checkbox"/> Forensics (0%)	50	<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)	20	<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	50
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	80	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)	30	<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	50	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	40
	<input type="checkbox"/> Bureaucracy (10%)	40	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	60
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):	20	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):	20	<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	50	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	50	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	50	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	50			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	50	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=0

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

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR								
	Concealed Kevlar vest - Armour Rating 3 * Reinforced Kevlar vest - Armour Rating 4 * Tactical body armor - Armour Rating 5 * Kevlar helmet - Armour Rating +1 Agency badge and ID card Pistol holster (belt) 2 spare pistol mags (belt pouch) Tactical light Handcuffs (belt pouch) Agency marked windbreaker jacket Encrypted smartphone				Police-band radio with earpiece & throat microphone Small evidence-collection kit * Rugged, encrypted laptop with access to agency networks * First aid kit * Portable fire extinguisher * Spare ammunition				
	Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.								
	16.	WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a)	Unarmed	60%		1D4-1				
	(b)	Medium Pistol	50%	15m	1D10				15
	(c)	Shotgun (shot)	70%	75m	2D8 †				5 *
	(d)	Shotgun (slug)	50%	75m	2D8 ‡				5 *
(e)									
(f)									
(g)									

REMARKS	17. PERSONAL DETAILS AND NOTES		18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY	

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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* In car boot
 † Half damage beyond base range
 ‡ Damage reduced to 2D6 beyond base range

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DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL PETE, Perla		2. PROFESSION (RANK IF APPLICABLE) Federal Agent		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Annandale, MN		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 51 (MAY 18)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	8	40	Puny
	Constitution (CON)	13	65	Perfect health
	Dexterity (DEX)	10	50	
	Intelligence (INT)	17	85	Brilliant
	Power (POW)	14	70	Forbearing
	Charisma (CHA)	10	50	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		10	
	Willpower Points (WP)		14	
Sanity Points (SAN)		70		
Breaking Point (BP)		56		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		10
		10
		10
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	50	<input type="checkbox"/> Forensics (0%)	50	<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	30	<input type="checkbox"/> Search (20%)	50
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	60	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)	50	<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	50	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	60	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	60
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	30	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	50	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	50	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)	70	<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	70			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	50	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=-1

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

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INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR Concealed Kevlar vest - Armour Rating 3 * Reinforced Kevlar vest - Armour Rating 4 * Tactical body armor - Armour Rating 5 * Kevlar helmet - Armour Rating +1 Agency badge and ID card Pistol holster (belt) 2 spare pistol mags (belt pouch) Tactical light Handcuffs (belt pouch) Agency marked windbreaker jacket Encrypted smartphone	Police-band radio with earpiece & throat microphone Small evidence-collection kit * Rugged, encrypted laptop with access to agency networks * First aid kit * Portable fire extinguisher * Spare ammunition
	Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.	

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	60%		1D4-2				
(b) Medium Pistol	50%	15m	1D10				15
(c) Light Carbine	50%	100m	1D12 †	3	10%		30
(d)							
(e)							
(f)							
(g)							

* †

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY
	Please indicate why this agent was recruited and why the agent agreed to be recruited.	

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
-------------------------	---------------------

* In car boot
 † With holographic sight - +20% bonus to hit as long as shooter has taken no damage since last action
 ‡ Use Lethality rating if firing bursts

THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL HAMMONDS, Ken		2. PROFESSION (RANK IF APPLICABLE) Federal Agent		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Webbville, KY		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 48 (FEB 11)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	10	50	
	Constitution (CON)	8	40	Delicate
	Dexterity (DEX)	17	85	Acrobatic
	Intelligence (INT)	14	70	Sharp
	Power (POW)	10	50	
	Charisma (CHA)	13	65	Prepossessing
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		9	
	Willpower Points (WP)		10	
Sanity Points (SAN)		50		
Breaking Point (BP)		40		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		13
		13
		13
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	30	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	50	<input type="checkbox"/> Forensics (0%)	30	<input type="checkbox"/> Science (0%):	20
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	50
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	60	<input type="checkbox"/> Surgery (0%)	20
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)	30	<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	40	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	60
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	50	<input type="checkbox"/> Occult (10%)	30	<input type="checkbox"/>	20
	<input type="checkbox"/> Demolitions (0%)	20	<input type="checkbox"/> Persuade (20%)	50	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)	50	<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	70			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	50	<input type="checkbox"/> Psychotherapy (10%)	30	<input type="checkbox"/>	

DB=0

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

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INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR	
	<table style="width:100%; border: none;"> <tr> <td style="width: 50%; border: none; vertical-align: top;"> <p>Concealed Kevlar vest - Armour Rating 3 * Reinforced Kevlar vest - Armour Rating 4 * Tactical body armor - Armour Rating 5 * Kevlar helmet - Armour Rating +1 Agency badge and ID card Pistol holster (belt) 2 spare pistol mags (belt pouch) Tactical light Handcuffs (belt pouch) Agency marked windbreaker jacket Encrypted smartphone</p> </td> <td style="width: 50%; border: none; vertical-align: top;"> <p>Police-band radio with earpiece & throat microphone Small evidence-collection kit * Rugged, encrypted laptop with access to agency networks * First aid kit * Portable fire extinguisher * Spare ammunition</p> </td> </tr> </table>	<p>Concealed Kevlar vest - Armour Rating 3 * Reinforced Kevlar vest - Armour Rating 4 * Tactical body armor - Armour Rating 5 * Kevlar helmet - Armour Rating +1 Agency badge and ID card Pistol holster (belt) 2 spare pistol mags (belt pouch) Tactical light Handcuffs (belt pouch) Agency marked windbreaker jacket Encrypted smartphone</p>
<p>Concealed Kevlar vest - Armour Rating 3 * Reinforced Kevlar vest - Armour Rating 4 * Tactical body armor - Armour Rating 5 * Kevlar helmet - Armour Rating +1 Agency badge and ID card Pistol holster (belt) 2 spare pistol mags (belt pouch) Tactical light Handcuffs (belt pouch) Agency marked windbreaker jacket Encrypted smartphone</p>	<p>Police-band radio with earpiece & throat microphone Small evidence-collection kit * Rugged, encrypted laptop with access to agency networks * First aid kit * Portable fire extinguisher * Spare ammunition</p>	

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.								
16.	WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	60%		1D4-1				
	(b) Medium Pistol	50%	15m	1D10				15
	(c) Light Pistol	50%	10m	1D8				7
	(d) Shotgun (shot)	70%	75m	2D8 †				5
	(e) Shotgun (slug)	50%	75m	2D8 §				5
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY													
		<table border="1" style="width:100%; border-collapse: collapse;"> <tr> <td style="width: 50%;">19. SPECIAL TRAINING</td> <td style="width: 50%;">SKILL OR STAT USED</td> </tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> </table>	19. SPECIAL TRAINING	SKILL OR STAT USED											
19. SPECIAL TRAINING	SKILL OR STAT USED														

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL FITZGIBBON, Heidi		2. PROFESSION (RANK IF APPLICABLE) Federal Agent		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Alum Bridge, WV		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 41 (SEP 11)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	17	85	Huge
	Constitution (CON)	10	50	
	Dexterity (DEX)	14	70	Slick
	Intelligence (INT)	8	40	Obtuse
	Power (POW)	13	65	Calm
	Charisma (CHA)	10	50	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		14	
	Willpower Points (WP)		13	
Sanity Points (SAN)		65		
Breaking Point (BP)		52		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		10
		10
		10
12. MOTIVATIONS AND MENTAL DISORDERS		
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	30	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	70	<input type="checkbox"/> Forensics (0%)	50	<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	50
	<input type="checkbox"/> Archeology (0%)	20	<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	20
	<input type="checkbox"/> Art (0%):	20	<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	60	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)	50	<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)	20	<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	40	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	60
	<input type="checkbox"/> Computer Science (0%)	50	<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	50	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	50	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	50			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	50	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=2

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

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INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR	Concealed Kevlar vest - Armour Rating 3 * Reinforced Kevlar vest - Armour Rating 4 * Tactical body armor - Armour Rating 5 * Kevlar helmet - Armour Rating +1 Agency badge and ID card Pistol holster (belt) 2 spare pistol mags (belt pouch) Tactical light Handcuffs (belt pouch) Agency marked windbreaker jacket Encrypted smartphone	Police-band radio with earpiece & throat microphone Small evidence-collection kit * Rugged, encrypted laptop with access to agency networks * First aid kit * Portable fire extinguisher * Spare ammunition
	Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.		

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	60%		1D4+1				
(b) Medium Pistol	50%	15m	1D10				15
(c) Light Pistol	50%	10m	1D8				7
(d) Light Carbine	50%	100m	1D12 §	3	10%		30
(e)							
(f)							
(g)							

†
* †

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY													
	<table border="1"> <thead> <tr> <th>19. SPECIAL TRAINING</th> <th>SKILL OR STAT USED</th> </tr> </thead> <tbody> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> </tbody> </table>		19. SPECIAL TRAINING	SKILL OR STAT USED											
19. SPECIAL TRAINING	SKILL OR STAT USED														

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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* In car boot damage since last action
 † Ankle holster § Use Lethality rating if firing bursts
 ‡ With holographic sight - +20% bonus to hit as long as shooter has taken no

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL MIGUEL, Davon		2. PROFESSION (RANK IF APPLICABLE) Federal Agent		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Evergreen, NC		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 27 (AUG 9)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	11	55	
	Constitution (CON)	13	65	Resilient
	Dexterity (DEX)	12	60	
	Intelligence (INT)	13	65	Astute
	Power (POW)	11	55	
	Charisma (CHA)	12	60	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		12	
	Willpower Points (WP)		11	
Sanity Points (SAN)		55		
Breaking Point (BP)		44		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		12
		12
		12
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	30	<input type="checkbox"/> First Aid (10%)	30	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	50	<input type="checkbox"/> Forensics (0%)	30	<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	50
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	80	<input type="checkbox"/> Surgery (0%)	20
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)	30	<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)	20	<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	60	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	80
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	50	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	50
	<input type="checkbox"/> Demolitions (0%)	20	<input type="checkbox"/> Persuade (20%)	50	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	50			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	50	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=0

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

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INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR	
	<table style="width:100%; border: none;"> <tr> <td style="width: 50%; border: none;"> Concealed Kevlar vest - Armour Rating 3 * Reinforced Kevlar vest - Armour Rating 4 * Tactical body armor - Armour Rating 5 * Kevlar helmet - Armour Rating +1 Agency badge and ID card Pistol holster (belt) 2 spare pistol mags (belt pouch) Tactical light Handcuffs (belt pouch) Agency marked windbreaker jacket Encrypted smartphone </td> <td style="width: 50%; border: none; vertical-align: top;"> Police-band radio with earpiece & throat microphone Small evidence-collection kit * Rugged, encrypted laptop with access to agency networks * First aid kit * Portable fire extinguisher * Spare ammunition </td> </tr> </table>	Concealed Kevlar vest - Armour Rating 3 * Reinforced Kevlar vest - Armour Rating 4 * Tactical body armor - Armour Rating 5 * Kevlar helmet - Armour Rating +1 Agency badge and ID card Pistol holster (belt) 2 spare pistol mags (belt pouch) Tactical light Handcuffs (belt pouch) Agency marked windbreaker jacket Encrypted smartphone
Concealed Kevlar vest - Armour Rating 3 * Reinforced Kevlar vest - Armour Rating 4 * Tactical body armor - Armour Rating 5 * Kevlar helmet - Armour Rating +1 Agency badge and ID card Pistol holster (belt) 2 spare pistol mags (belt pouch) Tactical light Handcuffs (belt pouch) Agency marked windbreaker jacket Encrypted smartphone	Police-band radio with earpiece & throat microphone Small evidence-collection kit * Rugged, encrypted laptop with access to agency networks * First aid kit * Portable fire extinguisher * Spare ammunition	

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

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	80%		1D4-1				
(b) Medium Pistol	50%	15m	1D10				15
(c) Light Pistol	50%	10m	1D8				7
(d) Shotgun (shot)	70%	75m	2D8 †				5
(e) Shotgun (slug)	50%	75m	2D8 §				5
(f)							
(g)							

†
*
*

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY													
		<table border="1" style="width:100%; border-collapse: collapse; font-size: x-small;"> <tr> <th style="width: 50%;">19. SPECIAL TRAINING</th> <th style="width: 50%;">SKILL OR STAT USED</th> </tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> </table>	19. SPECIAL TRAINING	SKILL OR STAT USED											
19. SPECIAL TRAINING	SKILL OR STAT USED														

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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* In car boot range
 † Ankle holster
 ‡ Half damage beyond base range
 § Damage reduced to 2D6 beyond base

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL LUMAN, Alyse		2. PROFESSION (RANK IF APPLICABLE) Federal Agent		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Bowers Hill, VA		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 49 (DEC 6)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	11	55	
	Constitution (CON)	10	50	
	Dexterity (DEX)	14	70	Agile
	Intelligence (INT)	10	50	
	Power (POW)	15	75	Calm
	Charisma (CHA)	12	60	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		10	
	Willpower Points (WP)		15	
Sanity Points (SAN)		75		
Breaking Point (BP)		60		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		12
		12
		12
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	50	<input type="checkbox"/> Forensics (0%)	30	<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	50
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	30	<input type="checkbox"/> Stealth (10%)	30
			<input type="checkbox"/> HUMINT (10%)	60	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)	30	<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)	20	<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	40	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	60
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	30	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	50	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	50
	<input type="checkbox"/> Demolitions (0%)	20	<input type="checkbox"/> Persuade (20%)	50	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	30	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	50	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	50			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	50	<input type="checkbox"/> Psychotherapy (10%)	30	<input type="checkbox"/>	

DB=0

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

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR								
	Concealed Kevlar vest - Armour Rating 3 * Reinforced Kevlar vest - Armour Rating 4 * Tactical body armor - Armour Rating 5 * Kevlar helmet - Armour Rating +1 Agency badge and ID card Pistol holster (belt) 2 spare pistol mags (belt pouch) Tactical light Handcuffs (belt pouch) Agency marked windbreaker jacket Encrypted smartphone				Police-band radio with earpiece & throat microphone Small evidence-collection kit * Rugged, encrypted laptop with access to agency networks * First aid kit * Portable fire extinguisher * Spare ammunition				
	Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.								
	16.	WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a)	Unarmed	60%		1D4-1				
	(b)	Medium Pistol	50%	15m	1D10				15
	(c)	Shotgun (shot)	70%	75m	2D8 †				5 *
	(d)	Shotgun (slug)	50%	75m	2D8 ‡				5 *
(e)									
(f)									
(g)									

REMARKS	17. PERSONAL DETAILS AND NOTES		18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY	

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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* In car boot
 † Half damage beyond base range
 ‡ Damage reduced to 2D6 beyond base range

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DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL DILLEY, Matthew		2. PROFESSION (RANK IF APPLICABLE) Federal Agent		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Ashley, MI		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 28 (JUL 26)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES	PSYCHOLOGICAL DATA	11. BONDS	SCORE	
	Strength (STR)	13	65	Muscular			12	
	Constitution (CON)	11	55				12	
	Dexterity (DEX)	11	55				12	
	Intelligence (INT)	12	60					
	Power (POW)	13	65	Forbearing				
	Charisma (CHA)	12	60					
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT		12. MOTIVATIONS AND MENTAL DISORDERS		
	Hit Points (HP)		12					
	Willpower Points (WP)		13					
Sanity Points (SAN)		65						
Breaking Point (BP)		52						
10. PHYSICAL DESCRIPTION				13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE				
				Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted				

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	50	<input type="checkbox"/> Forensics (0%)	30	<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	50
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	20
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	60	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)	30	<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	60	<input type="checkbox"/> Melee Weapons (30%)	50	<input type="checkbox"/> Unarmed Combat (40%)	60
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):	20	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	50	<input type="checkbox"/> Occult (10%)	30	<input type="checkbox"/>	70
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	50	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):	20	<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	70			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	50	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=1

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

THIS IS A WORK OF FICTION

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR Concealed Kevlar vest - Armour Rating 3 * Reinforced Kevlar vest - Armour Rating 4 * Tactical body armor - Armour Rating 5 * Kevlar helmet - Armour Rating +1 Agency badge and ID card Pistol holster (belt) 2 spare pistol mags (belt pouch) Tactical light Handcuffs (belt pouch) Agency marked windbreaker jacket Encrypted smartphone	Police-band radio with earpiece & throat microphone Small evidence-collection kit * Rugged, encrypted laptop with access to agency networks * First aid kit * Portable fire extinguisher * Spare ammunition
------------------	---	--

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

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	60%		1D4				
(b) Medium Pistol	50%	15m	1D10				15
(c) Shotgun (shot)	70%	75m	2D8 †				5 *
(d) Shotgun (slug)	50%	75m	2D8 ‡				5 *
(e)							
(f)							
(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY													
		<table border="1" style="width:100%; border-collapse: collapse;"> <thead> <tr> <th style="width: 50%;">19. SPECIAL TRAINING</th> <th style="width: 50%;">SKILL OR STAT USED</th> </tr> </thead> <tbody> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> </tbody> </table>	19. SPECIAL TRAINING	SKILL OR STAT USED											
19. SPECIAL TRAINING	SKILL OR STAT USED														

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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* In car boot
 † Half damage beyond base range
 ‡ Damage reduced to 2D6 beyond base range

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL NISBET, Alice		2. PROFESSION (RANK IF APPLICABLE) Federal Agent		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Berne, NY		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 50 (JUL 8)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	12	60	
	Constitution (CON)	15	75	Resilient
	Dexterity (DEX)	11	55	
	Intelligence (INT)	14	70	Canny
	Power (POW)	10	50	
	Charisma (CHA)	10	50	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		14	
	Willpower Points (WP)		10	
Sanity Points (SAN)		50		
Breaking Point (BP)		40		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		10
		10
		10
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	30	<input type="checkbox"/> First Aid (10%)	30	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	50	<input type="checkbox"/> Forensics (0%)	30	<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)	20	<input type="checkbox"/> Heavy Machinery (10%)	30	<input type="checkbox"/> Search (20%)	50
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)	70	<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	60	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)	30	<input type="checkbox"/> Survival (10%)	30
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	40	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	60
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	70	<input type="checkbox"/> Occult (10%)	30	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	50	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	50			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	50	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=0

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

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR	
	<table style="width:100%; border: none;"> <tr> <td style="width: 50%; border: none; vertical-align: top;"> <p>Concealed Kevlar vest - Armour Rating 3 * Reinforced Kevlar vest - Armour Rating 4 * Tactical body armor - Armour Rating 5 * Kevlar helmet - Armour Rating +1 Agency badge and ID card Pistol holster (belt) 2 spare pistol mags (belt pouch) Tactical light Handcuffs (belt pouch) Agency marked windbreaker jacket Encrypted smartphone</p> </td> <td style="width: 50%; border: none; vertical-align: top;"> <p>Police-band radio with earpiece & throat microphone Small evidence-collection kit * Rugged, encrypted laptop with access to agency networks * First aid kit * Portable fire extinguisher * Spare ammunition</p> </td> </tr> </table>	<p>Concealed Kevlar vest - Armour Rating 3 * Reinforced Kevlar vest - Armour Rating 4 * Tactical body armor - Armour Rating 5 * Kevlar helmet - Armour Rating +1 Agency badge and ID card Pistol holster (belt) 2 spare pistol mags (belt pouch) Tactical light Handcuffs (belt pouch) Agency marked windbreaker jacket Encrypted smartphone</p>
<p>Concealed Kevlar vest - Armour Rating 3 * Reinforced Kevlar vest - Armour Rating 4 * Tactical body armor - Armour Rating 5 * Kevlar helmet - Armour Rating +1 Agency badge and ID card Pistol holster (belt) 2 spare pistol mags (belt pouch) Tactical light Handcuffs (belt pouch) Agency marked windbreaker jacket Encrypted smartphone</p>	<p>Police-band radio with earpiece & throat microphone Small evidence-collection kit * Rugged, encrypted laptop with access to agency networks * First aid kit * Portable fire extinguisher * Spare ammunition</p>	

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

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	60%		1D4-1				
(b) Medium Pistol	50%	15m	1D10				15
(c) Light Carbine	50%	100m	1D12 †	3	10%		30
(d)							
(e)							
(f)							
(g)							

* †

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY													
		<table border="1" style="width:100%; border-collapse: collapse; font-size: small;"> <tr> <th style="width: 50%;">19. SPECIAL TRAINING</th> <th style="width: 50%;">SKILL OR STAT USED</th> </tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> </table>	19. SPECIAL TRAINING	SKILL OR STAT USED											
19. SPECIAL TRAINING	SKILL OR STAT USED														

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

* In car boot

† Use Lethality rating if firing bursts

† With holographic sight - +20% bonus to hit as long as shooter has taken no damage since last action

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL MATIAS, Rogelio		2. PROFESSION (RANK IF APPLICABLE) Federal Agent		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Milwaukee, WI		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 35 (JUL 27)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	11	55	
	Constitution (CON)	13	65	Resilient
	Dexterity (DEX)	11	55	
	Intelligence (INT)	13	65	Crafty
	Power (POW)	12	60	
	Charisma (CHA)	12	60	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		12	
	Willpower Points (WP)		12	
Sanity Points (SAN)		60		
Breaking Point (BP)		48		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		12
		12
		12
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	60	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	70	<input type="checkbox"/> Forensics (0%)	30	<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	50
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):	20	<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	60	<input type="checkbox"/> Surgery (0%)	20
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)	30	<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	40	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	60
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):	20	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	50	<input type="checkbox"/> Occult (10%)	30	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	70	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	30	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	50			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	50	<input type="checkbox"/> Psychotherapy (10%)	30	<input type="checkbox"/>	

DB=0

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

THIS IS A WORK OF FICTION

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR	
	<table style="width:100%; border: none;"> <tr> <td style="width: 50%; border: none; vertical-align: top;"> <p>Concealed Kevlar vest - Armour Rating 3 * Reinforced Kevlar vest - Armour Rating 4 * Tactical body armor - Armour Rating 5 * Kevlar helmet - Armour Rating +1 Agency badge and ID card Pistol holster (belt) 2 spare pistol mags (belt pouch) Tactical light Handcuffs (belt pouch) Agency marked windbreaker jacket Encrypted smartphone</p> </td> <td style="width: 50%; border: none; vertical-align: top;"> <p>Police-band radio with earpiece & throat microphone Small evidence-collection kit * Rugged, encrypted laptop with access to agency networks * First aid kit * Portable fire extinguisher * Spare ammunition</p> </td> </tr> </table>	<p>Concealed Kevlar vest - Armour Rating 3 * Reinforced Kevlar vest - Armour Rating 4 * Tactical body armor - Armour Rating 5 * Kevlar helmet - Armour Rating +1 Agency badge and ID card Pistol holster (belt) 2 spare pistol mags (belt pouch) Tactical light Handcuffs (belt pouch) Agency marked windbreaker jacket Encrypted smartphone</p>
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Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	60%		1D4-1				
(b) Medium Pistol	50%	15m	1D10				15
(c) Light Carbine	50%	100m	1D12 †	3	10%		30
(d)							
(e)							
(f)							
(g)							

* †

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY														
		<table border="1" style="width:100%; border-collapse: collapse;"> <tr> <th style="width: 50%;">19. SPECIAL TRAINING</th> <th style="width: 50%;">SKILL OR STAT USED</th> </tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> </table>	19. SPECIAL TRAINING	SKILL OR STAT USED												
19. SPECIAL TRAINING	SKILL OR STAT USED															

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
-------------------------	---------------------

THIS IS A WORK OF FICTION

* In car boot

† Use Lethality rating if firing bursts

† With holographic sight - +20% bonus to hit as long as shooter has taken no damage since last action

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL CHALFANT, Chiquita		2. PROFESSION (RANK IF APPLICABLE) Federal Agent		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Niota, IL		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 34 (SEP 4)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	14	70	Sturdy
	Constitution (CON)	10	50	
	Dexterity (DEX)	10	50	
	Intelligence (INT)	8	40	Shallow
	Power (POW)	13	65	Stoic
	Charisma (CHA)	17	85	Captivating
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		12	
	Willpower Points (WP)		13	
Sanity Points (SAN)		65		
Breaking Point (BP)		52		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE	
		17	
		17	
		17	
	12. MOTIVATIONS AND MENTAL DISORDERS		
	13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted			

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	30	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	70	<input type="checkbox"/> Forensics (0%)	50	<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	30	<input type="checkbox"/> Search (20%)	50
	<input type="checkbox"/> Archeology (0%)	20	<input type="checkbox"/> Heavy Weapons (0%)	50	<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):	20	<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	60	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)	20	<input type="checkbox"/> Law (0%)	30	<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)	20	<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	40	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	60
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	50	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	50	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	50			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	50	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=1

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

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR Concealed Kevlar vest - Armour Rating 3 * Reinforced Kevlar vest - Armour Rating 4 * Tactical body armor - Armour Rating 5 * Kevlar helmet - Armour Rating +1 Agency badge and ID card Pistol holster (belt) 2 spare pistol mags (belt pouch) Tactical light Handcuffs (belt pouch) Agency marked windbreaker jacket Encrypted smartphone	Police-band radio with earpiece & throat microphone Small evidence-collection kit * Rugged, encrypted laptop with access to agency networks * First aid kit * Portable fire extinguisher * Spare ammunition
	Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.	

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	60%		1D4				
(b) Medium Pistol	50%	15m	1D10				15
(c) Light Carbine	50%	100m	1D12 †	3	10%		30
(d)							
(e)							
(f)							
(g)							

* †

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY													
		<table border="1" style="width:100%; border-collapse: collapse;"> <tr> <th style="width:60%;">19. SPECIAL TRAINING</th> <th style="width:40%;">SKILL OR STAT USED</th> </tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> </table>	19. SPECIAL TRAINING	SKILL OR STAT USED											
19. SPECIAL TRAINING	SKILL OR STAT USED														

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

* In car boot
 † With holographic sight - +20% bonus to hit as long as shooter has taken no damage since last action
 ‡ Use Lethality rating if firing bursts

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL MATAS, Eliseo		2. PROFESSION (RANK IF APPLICABLE) Federal Agent		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Stevensville, PA		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 29 (SEP 21)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	13	65	Powerful
	Constitution (CON)	13	65	Robust
	Dexterity (DEX)	12	60	
	Intelligence (INT)	11	55	
	Power (POW)	11	55	
	Charisma (CHA)	12	60	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		13	
	Willpower Points (WP)		11	
Sanity Points (SAN)		55		
Breaking Point (BP)		44		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		12
		12
		12
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	50	<input type="checkbox"/> Forensics (0%)	30	<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	70
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	30
			<input type="checkbox"/> HUMINT (10%)	60	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)	20	<input type="checkbox"/> Law (0%)	30	<input type="checkbox"/> Survival (10%)	30
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	40	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	60
	<input type="checkbox"/> Computer Science (0%)	50	<input type="checkbox"/> Military Science (0%):	20	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	50	<input type="checkbox"/> Occult (10%)	30	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)	20	<input type="checkbox"/> Persuade (20%)	50	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	50	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	50			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	50	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=1

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

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR	
	<table style="width:100%; border: none;"> <tr> <td style="width: 50%; border: none; vertical-align: top;"> <p>Concealed Kevlar vest - Armour Rating 3 * Reinforced Kevlar vest - Armour Rating 4 * Tactical body armor - Armour Rating 5 * Kevlar helmet - Armour Rating +1 Agency badge and ID card Pistol holster (belt) 2 spare pistol mags (belt pouch) Tactical light Handcuffs (belt pouch) Agency marked windbreaker jacket Encrypted smartphone</p> </td> <td style="width: 50%; border: none; vertical-align: top;"> <p>Police-band radio with earpiece & throat microphone Small evidence-collection kit * Rugged, encrypted laptop with access to agency networks * First aid kit * Portable fire extinguisher * Spare ammunition</p> </td> </tr> </table>	<p>Concealed Kevlar vest - Armour Rating 3 * Reinforced Kevlar vest - Armour Rating 4 * Tactical body armor - Armour Rating 5 * Kevlar helmet - Armour Rating +1 Agency badge and ID card Pistol holster (belt) 2 spare pistol mags (belt pouch) Tactical light Handcuffs (belt pouch) Agency marked windbreaker jacket Encrypted smartphone</p>
<p>Concealed Kevlar vest - Armour Rating 3 * Reinforced Kevlar vest - Armour Rating 4 * Tactical body armor - Armour Rating 5 * Kevlar helmet - Armour Rating +1 Agency badge and ID card Pistol holster (belt) 2 spare pistol mags (belt pouch) Tactical light Handcuffs (belt pouch) Agency marked windbreaker jacket Encrypted smartphone</p>	<p>Police-band radio with earpiece & throat microphone Small evidence-collection kit * Rugged, encrypted laptop with access to agency networks * First aid kit * Portable fire extinguisher * Spare ammunition</p>	

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

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	60%		1D4				
(b) Medium Pistol	50%	15m	1D10				15
(c) Light Pistol	50%	10m	1D8				7
(d) Light Carbine	50%	100m	1D12 §	3	10%		30
(e)							
(f)							
(g)							

†
* †

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY													
		<table border="1" style="width:100%; border-collapse: collapse;"> <tr> <th style="width: 50%;">19. SPECIAL TRAINING</th> <th style="width: 50%;">SKILL OR STAT USED</th> </tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> </table>	19. SPECIAL TRAINING	SKILL OR STAT USED											
19. SPECIAL TRAINING	SKILL OR STAT USED														

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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* In car boot damage since last action
 † Ankle holster § Use Lethality rating if firing bursts
 ‡ With holographic sight - +20% bonus to hit as long as shooter has taken no

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL CAPLAN, Candi		2. PROFESSION (RANK IF APPLICABLE) Federal Agent		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Tafton, PA		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 43 (OCT 13)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	12	60	
	Constitution (CON)	12	60	
	Dexterity (DEX)	11	55	
	Intelligence (INT)	13	65	Ingenious
	Power (POW)	11	55	
	Charisma (CHA)	13	65	Approachable
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		12	
	Willpower Points (WP)		11	
Sanity Points (SAN)		55		
Breaking Point (BP)		44		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE	
		13	
		13	
		13	
	12. MOTIVATIONS AND MENTAL DISORDERS		
	13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted			

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	50	<input type="checkbox"/> Forensics (0%)	30	<input type="checkbox"/> Science (0%):	20
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	50
	<input type="checkbox"/> Archeology (0%)	20	<input type="checkbox"/> Heavy Weapons (0%)	50	<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):	20	<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	60	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)	50	<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	40
	<input type="checkbox"/> Bureaucracy (10%)	40	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	60
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):	20	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	50	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	50	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):	20	<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	70			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	50	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=0

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

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INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR								
	Concealed Kevlar vest - Armour Rating 3 * Reinforced Kevlar vest - Armour Rating 4 * Tactical body armor - Armour Rating 5 * Kevlar helmet - Armour Rating +1 Agency badge and ID card Pistol holster (belt) 2 spare pistol mags (belt pouch) Tactical light Handcuffs (belt pouch) Agency marked windbreaker jacket Encrypted smartphone				Police-band radio with earpiece & throat microphone Small evidence-collection kit * Rugged, encrypted laptop with access to agency networks * First aid kit * Portable fire extinguisher * Spare ammunition				
	Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.								
	16.	WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a)	Unarmed	60%		1D4-1				
	(b)	Medium Pistol	50%	15m	1D10				15
	(c)	Light Pistol	50%	10m	1D8				7
	(d)	Shotgun (shot)	70%	75m	2D8 †				5
(e)	Shotgun (slug)	50%	75m	2D8 §				5	
(f)									
(g)									

REMARKS	17. PERSONAL DETAILS AND NOTES		18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY		
			19. SPECIAL TRAINING	SKILL OR STAT USED	

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL MCGHEE, Curtis		2. PROFESSION (RANK IF APPLICABLE) Federal Agent		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Lafayette, CA		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 39 (JAN 19)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	9	45	
	Constitution (CON)	11	55	
	Dexterity (DEX)	15	75	Lithe
	Intelligence (INT)	16	80	Crafty
	Power (POW)	9	45	
	Charisma (CHA)	14	70	Affable
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		10	
	Willpower Points (WP)		9	
Sanity Points (SAN)		45		
Breaking Point (BP)		36		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS		SCORE	
			14	
			14	
			14	
	12. MOTIVATIONS AND MENTAL DISORDERS			
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE				
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted				

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	60	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	50	<input type="checkbox"/> Forensics (0%)	30	<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	30	<input type="checkbox"/> Search (20%)	50
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):	20	<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	60	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)	50	<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)	20	<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	60	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	60
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):	20	<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
			<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Criminology (10%)	50	<input type="checkbox"/> Persuade (20%)	70	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)	20	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30			<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	50			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	50	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=0

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

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR Concealed Kevlar vest - Armour Rating 3 * Reinforced Kevlar vest - Armour Rating 4 * Tactical body armor - Armour Rating 5 * Kevlar helmet - Armour Rating +1 Agency badge and ID card Pistol holster (belt) 2 spare pistol mags (belt pouch) Tactical light Handcuffs (belt pouch) Agency marked windbreaker jacket Encrypted smartphone	Police-band radio with earpiece & throat microphone Small evidence-collection kit * Rugged, encrypted laptop with access to agency networks * First aid kit * Portable fire extinguisher * Spare ammunition
	Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.	

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	60%		1D4-1				
(b) Medium Pistol	50%	15m	1D10				15
(c) Shotgun (shot)	70%	75m	2D8 †				5 *
(d) Shotgun (slug)	50%	75m	2D8 ‡				5 *
(e)							
(f)							
(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY													
	<table border="1" style="width:100%; border-collapse: collapse;"> <thead> <tr> <th style="width:50%;">19. SPECIAL TRAINING</th> <th style="width:50%;">SKILL OR STAT USED</th> </tr> </thead> <tbody> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> </tbody> </table>		19. SPECIAL TRAINING	SKILL OR STAT USED											
19. SPECIAL TRAINING	SKILL OR STAT USED														

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL BREEZE, Breanne		2. PROFESSION (RANK IF APPLICABLE) Federal Agent		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) New Ulm, MN		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 54 (JUL 13)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	11	55	
	Constitution (CON)	17	85	Tough
	Dexterity (DEX)	14	70	Nimble
	Intelligence (INT)	10	50	
	Power (POW)	13	65	Unflinching
	Charisma (CHA)	14	70	Outgoing
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		14	
	Willpower Points (WP)		13	
Sanity Points (SAN)		65		
Breaking Point (BP)		52		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		14
		14
		14
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	70	<input type="checkbox"/> Forensics (0%)	30	<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	30	<input type="checkbox"/> Search (20%)	50
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	80	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)	30	<input type="checkbox"/> Survival (10%)	30
	<input type="checkbox"/> Athletics (30%)	50	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	60	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	60
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):	20	<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	50	<input type="checkbox"/> Occult (10%)	30	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	50	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)	50	<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	50			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	50	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=0

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

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INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR	
	<table style="width:100%; border: none;"> <tr> <td style="width: 50%; border: none; vertical-align: top;"> <p>Concealed Kevlar vest - Armour Rating 3 * Reinforced Kevlar vest - Armour Rating 4 * Tactical body armor - Armour Rating 5 * Kevlar helmet - Armour Rating +1 Agency badge and ID card Pistol holster (belt) 2 spare pistol mags (belt pouch) Tactical light Handcuffs (belt pouch) Agency marked windbreaker jacket Encrypted smartphone</p> </td> <td style="width: 50%; border: none; vertical-align: top;"> <p>Police-band radio with earpiece & throat microphone Small evidence-collection kit * Rugged, encrypted laptop with access to agency networks * First aid kit * Portable fire extinguisher * Spare ammunition</p> </td> </tr> </table>	<p>Concealed Kevlar vest - Armour Rating 3 * Reinforced Kevlar vest - Armour Rating 4 * Tactical body armor - Armour Rating 5 * Kevlar helmet - Armour Rating +1 Agency badge and ID card Pistol holster (belt) 2 spare pistol mags (belt pouch) Tactical light Handcuffs (belt pouch) Agency marked windbreaker jacket Encrypted smartphone</p>
<p>Concealed Kevlar vest - Armour Rating 3 * Reinforced Kevlar vest - Armour Rating 4 * Tactical body armor - Armour Rating 5 * Kevlar helmet - Armour Rating +1 Agency badge and ID card Pistol holster (belt) 2 spare pistol mags (belt pouch) Tactical light Handcuffs (belt pouch) Agency marked windbreaker jacket Encrypted smartphone</p>	<p>Police-band radio with earpiece & throat microphone Small evidence-collection kit * Rugged, encrypted laptop with access to agency networks * First aid kit * Portable fire extinguisher * Spare ammunition</p>	

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

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	60%		1D4-1				
(b) Medium Pistol	50%	15m	1D10				15
(c) Light Carbine	50%	100m	1D12 †	3	10%		30
(d)							
(e)							
(f)							
(g)							

* †

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY														
		<table border="1" style="width:100%; border-collapse: collapse;"> <tr> <th style="width: 50%;">19. SPECIAL TRAINING</th> <th style="width: 50%;">SKILL OR STAT USED</th> </tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> </table>	19. SPECIAL TRAINING	SKILL OR STAT USED												
19. SPECIAL TRAINING	SKILL OR STAT USED															

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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* In car boot

† Use Lethality rating if firing bursts

† With holographic sight - +20% bonus to hit as long as shooter has taken no damage since last action

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL POPOVICH, Dion		2. PROFESSION (RANK IF APPLICABLE) Federal Agent		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Reedsburg, WI		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 54 (NOV 4)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	14	70	Powerful
	Constitution (CON)	13	65	Resilient
	Dexterity (DEX)	10	50	
	Intelligence (INT)	8	40	Obtuse
	Power (POW)	10	50	
	Charisma (CHA)	17	85	Captivating
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		14	
	Willpower Points (WP)		10	
Sanity Points (SAN)		50		
Breaking Point (BP)		40		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE	
		17	
		17	
		17	
	12. MOTIVATIONS AND MENTAL DISORDERS		
	13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted			

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	50	<input type="checkbox"/> Forensics (0%)	30	<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	30	<input type="checkbox"/> Search (20%)	70
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	30
			<input type="checkbox"/> HUMINT (10%)	60	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)	50	<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	40
	<input type="checkbox"/> Bureaucracy (10%)	40	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	60
	<input type="checkbox"/> Computer Science (0%)	20	<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	50	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	50	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)	50	<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	50			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	70	<input type="checkbox"/> Psychotherapy (10%)	30	<input type="checkbox"/>	

DB=1

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

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR								
	Concealed Kevlar vest - Armour Rating 3 * Reinforced Kevlar vest - Armour Rating 4 * Tactical body armor - Armour Rating 5 * Kevlar helmet - Armour Rating +1 Agency badge and ID card Pistol holster (belt) 2 spare pistol mags (belt pouch) Tactical light Handcuffs (belt pouch) Agency marked windbreaker jacket Encrypted smartphone				Police-band radio with earpiece & throat microphone Small evidence-collection kit * Rugged, encrypted laptop with access to agency networks * First aid kit * Portable fire extinguisher * Spare ammunition				
	Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.								
	16.	WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a)	Unarmed	60%		1D4				
	(b)	Medium Pistol	70%	15m	1D10				15
	(c)	Shotgun (shot)	90%	75m	2D8 †				5
	(d)	Shotgun (slug)	70%	75m	2D8 ‡				5
(e)									
(f)									
(g)									

REMARKS	17. PERSONAL DETAILS AND NOTES		18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY	
			19. SPECIAL TRAINING	SKILL OR STAT USED

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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* In car boot
 † Half damage beyond base range
 ‡ Damage reduced to 2D6 beyond base range

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DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL HUA, Lyndsey		2. PROFESSION (RANK IF APPLICABLE) Federal Agent		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Klein, TX		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 41 (MAY 16)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES	PSYCHOLOGICAL DATA	11. BONDS	SCORE	
	Strength (STR)	10	50				11	
	Constitution (CON)	14	70	Fit			11	
	Dexterity (DEX)	15	75	Agile			11	
	Intelligence (INT)	10	50					
	Power (POW)	12	60					
	Charisma (CHA)	11	55					
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT		12. MOTIVATIONS AND MENTAL DISORDERS		
	Hit Points (HP)		12					
	Willpower Points (WP)		12					
Sanity Points (SAN)		60						
Breaking Point (BP)		48						
10. PHYSICAL DESCRIPTION				13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE				
				Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted				

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	60	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	30
	<input type="checkbox"/> Alertness (20%)	50	<input type="checkbox"/> Forensics (0%)	30	<input type="checkbox"/> Science (0%):	20
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	50
	<input type="checkbox"/> Archeology (0%)	20	<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):	20	<input type="checkbox"/> History (10%)	30	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	60	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)	30	<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	60	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	60
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	50	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	20
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	50	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	50			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	70	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=0

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

THIS IS A WORK OF FICTION

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR Concealed Kevlar vest - Armour Rating 3 * Reinforced Kevlar vest - Armour Rating 4 * Tactical body armor - Armour Rating 5 * Kevlar helmet - Armour Rating +1 Agency badge and ID card Pistol holster (belt) 2 spare pistol mags (belt pouch) Tactical light Handcuffs (belt pouch) Agency marked windbreaker jacket Encrypted smartphone	Police-band radio with earpiece & throat microphone Small evidence-collection kit * Rugged, encrypted laptop with access to agency networks * First aid kit * Portable fire extinguisher * Spare ammunition
	Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.	

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	60%		1D4-1				
(b) Medium Pistol	70%	15m	1D10				15
(c) Light Pistol	70%	10m	1D8				7
(d) Light Carbine	70%	100m	1D12 §	3	10%		30
(e)							
(f)							
(g)							

†
* †

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY
	Please indicate why this agent was recruited and why the agent agreed to be recruited.	

19. SPECIAL TRAINING	SKILL OR STAT USED

THIS IS A WORK OF FICTION

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL DOSSETT, Scottie		2. PROFESSION (RANK IF APPLICABLE) Federal Agent		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Columbus, OH		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 33 (JUL 19)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	12	60	
	Constitution (CON)	11	55	
	Dexterity (DEX)	10	50	
	Intelligence (INT)	10	50	
	Power (POW)	14	70	Brave
	Charisma (CHA)	15	75	Friendly
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		12	
	Willpower Points (WP)		14	
Sanity Points (SAN)		70		
Breaking Point (BP)		56		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		15
		15
		15
12. MOTIVATIONS AND MENTAL DISORDERS		
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	50	<input type="checkbox"/> Forensics (0%)	30	<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	50
	<input type="checkbox"/> Archeology (0%)	20	<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	30
			<input type="checkbox"/> HUMINT (10%)	80	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)	50	<input type="checkbox"/> Survival (10%)	30
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)	20	<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	40	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	60
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	30	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	50	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	50	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)	50	<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	50	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	50			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	50	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=0

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

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR	
	<table style="width:100%; border: none;"> <tr> <td style="width: 50%; border: none; vertical-align: top;"> <p>Concealed Kevlar vest - Armour Rating 3 * Reinforced Kevlar vest - Armour Rating 4 * Tactical body armor - Armour Rating 5 * Kevlar helmet - Armour Rating +1 Agency badge and ID card Pistol holster (belt) 2 spare pistol mags (belt pouch) Tactical light Handcuffs (belt pouch) Agency marked windbreaker jacket Encrypted smartphone</p> </td> <td style="width: 50%; border: none; vertical-align: top;"> <p>Police-band radio with earpiece & throat microphone Small evidence-collection kit * Rugged, encrypted laptop with access to agency networks * First aid kit * Portable fire extinguisher * Spare ammunition</p> </td> </tr> </table>	<p>Concealed Kevlar vest - Armour Rating 3 * Reinforced Kevlar vest - Armour Rating 4 * Tactical body armor - Armour Rating 5 * Kevlar helmet - Armour Rating +1 Agency badge and ID card Pistol holster (belt) 2 spare pistol mags (belt pouch) Tactical light Handcuffs (belt pouch) Agency marked windbreaker jacket Encrypted smartphone</p>
<p>Concealed Kevlar vest - Armour Rating 3 * Reinforced Kevlar vest - Armour Rating 4 * Tactical body armor - Armour Rating 5 * Kevlar helmet - Armour Rating +1 Agency badge and ID card Pistol holster (belt) 2 spare pistol mags (belt pouch) Tactical light Handcuffs (belt pouch) Agency marked windbreaker jacket Encrypted smartphone</p>	<p>Police-band radio with earpiece & throat microphone Small evidence-collection kit * Rugged, encrypted laptop with access to agency networks * First aid kit * Portable fire extinguisher * Spare ammunition</p>	

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

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	60%		1D4-1				
(b) Medium Pistol	50%	15m	1D10				15
(c) Light Carbine	50%	100m	1D12 †	3	10%		30
(d)							
(e)							
(f)							
(g)							

* †

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY														
		<table border="1" style="width:100%; border-collapse: collapse;"> <tr> <th style="width: 50%;">19. SPECIAL TRAINING</th> <th style="width: 50%;">SKILL OR STAT USED</th> </tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> </table>	19. SPECIAL TRAINING	SKILL OR STAT USED												
19. SPECIAL TRAINING	SKILL OR STAT USED															

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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* In car boot

† Use Lethality rating if firing bursts

† With holographic sight - +20% bonus to hit as long as shooter has taken no damage since last action

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL BERNER, Delilah		2. PROFESSION (RANK IF APPLICABLE) Federal Agent		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Sunset, ME		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 49 (JUL 17)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	10	50	
	Constitution (CON)	10	50	
	Dexterity (DEX)	8	40	Ungainly
	Intelligence (INT)	13	65	Cunning
	Power (POW)	17	85	Imperturbable
	Charisma (CHA)	14	70	Affable
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		10	
	Willpower Points (WP)		17	
Sanity Points (SAN)		85		
Breaking Point (BP)		68		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		14
		14
		14
12. MOTIVATIONS AND MENTAL DISORDERS		
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	30	<input type="checkbox"/> First Aid (10%)	30	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	50	<input type="checkbox"/> Forensics (0%)	30	<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	70
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)	50	<input type="checkbox"/> SIGINT (0%)	20
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	60	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)	50	<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	40	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	60
	<input type="checkbox"/> Computer Science (0%)	20	<input type="checkbox"/> Military Science (0%):	20	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	50	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	50	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	50	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	50			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	50	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=0

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

THIS IS A WORK OF FICTION

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR	
	<table style="width:100%; border: none;"> <tr> <td style="width: 50%; border: none;"> Concealed Kevlar vest - Armour Rating 3 * Reinforced Kevlar vest - Armour Rating 4 * Tactical body armor - Armour Rating 5 * Kevlar helmet - Armour Rating +1 Agency badge and ID card Pistol holster (belt) 2 spare pistol mags (belt pouch) Tactical light Handcuffs (belt pouch) Agency marked windbreaker jacket Encrypted smartphone </td> <td style="width: 50%; border: none;"> Police-band radio with earpiece & throat microphone Small evidence-collection kit * Rugged, encrypted laptop with access to agency networks * First aid kit * Portable fire extinguisher * Spare ammunition </td> </tr> </table>	Concealed Kevlar vest - Armour Rating 3 * Reinforced Kevlar vest - Armour Rating 4 * Tactical body armor - Armour Rating 5 * Kevlar helmet - Armour Rating +1 Agency badge and ID card Pistol holster (belt) 2 spare pistol mags (belt pouch) Tactical light Handcuffs (belt pouch) Agency marked windbreaker jacket Encrypted smartphone
Concealed Kevlar vest - Armour Rating 3 * Reinforced Kevlar vest - Armour Rating 4 * Tactical body armor - Armour Rating 5 * Kevlar helmet - Armour Rating +1 Agency badge and ID card Pistol holster (belt) 2 spare pistol mags (belt pouch) Tactical light Handcuffs (belt pouch) Agency marked windbreaker jacket Encrypted smartphone	Police-band radio with earpiece & throat microphone Small evidence-collection kit * Rugged, encrypted laptop with access to agency networks * First aid kit * Portable fire extinguisher * Spare ammunition	

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.								
16.	WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	60%		1D4-1				
	(b) Medium Pistol	50%	15m	1D10				15
	(c) Light Pistol	50%	10m	1D8				7
	(d) Shotgun (shot)	70%	75m	2D8 †				5
	(e) Shotgun (slug)	50%	75m	2D8 §				5
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY														
		<table border="1" style="width:100%; border-collapse: collapse;"> <tr> <td style="width: 50%;">19. SPECIAL TRAINING</td> <td style="width: 50%;">SKILL OR STAT USED</td> </tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> </table>	19. SPECIAL TRAINING	SKILL OR STAT USED												
19. SPECIAL TRAINING	SKILL OR STAT USED															

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL KOBAYASHI, Judson		2. PROFESSION (RANK IF APPLICABLE) Federal Agent		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Hearne, TX		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 36 (AUG 13)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES	PSYCHOLOGICAL DATA	11. BONDS	SCORE	
	Strength (STR)	10	50				9	
	Constitution (CON)	15	75	Resilient			9	
	Dexterity (DEX)	11	55				9	
	Intelligence (INT)	11	55					
	Power (POW)	14	70	Unflinching				
	Charisma (CHA)	9	45					
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT		12. MOTIVATIONS AND MENTAL DISORDERS		
	Hit Points (HP)		12					
	Willpower Points (WP)		14					
Sanity Points (SAN)		70						
Breaking Point (BP)		56						
10. PHYSICAL DESCRIPTION				13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE				
				Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted				

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	60	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	50	<input type="checkbox"/> Forensics (0%)	30	<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	30	<input type="checkbox"/> Search (20%)	50
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	60	<input type="checkbox"/> Surgery (0%)	20
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)	30	<input type="checkbox"/> Survival (10%)	30
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	60	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	60
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):	20	<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	70	<input type="checkbox"/> Occult (10%)	30	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	50	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	30	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	50			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	50	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

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

DB=0

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR	
	<table style="width:100%; border: none;"> <tr> <td style="width: 50%; border: none; vertical-align: top;"> <p>Concealed Kevlar vest - Armour Rating 3 * Reinforced Kevlar vest - Armour Rating 4 * Tactical body armor - Armour Rating 5 * Kevlar helmet - Armour Rating +1 Agency badge and ID card Pistol holster (belt) 2 spare pistol mags (belt pouch) Tactical light Handcuffs (belt pouch) Agency marked windbreaker jacket Encrypted smartphone</p> </td> <td style="width: 50%; border: none; vertical-align: top;"> <p>Police-band radio with earpiece & throat microphone Small evidence-collection kit * Rugged, encrypted laptop with access to agency networks * First aid kit * Portable fire extinguisher * Spare ammunition</p> </td> </tr> </table>	<p>Concealed Kevlar vest - Armour Rating 3 * Reinforced Kevlar vest - Armour Rating 4 * Tactical body armor - Armour Rating 5 * Kevlar helmet - Armour Rating +1 Agency badge and ID card Pistol holster (belt) 2 spare pistol mags (belt pouch) Tactical light Handcuffs (belt pouch) Agency marked windbreaker jacket Encrypted smartphone</p>
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Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.								
16.	WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	60%		1D4-1				
	(b) Medium Pistol	50%	15m	1D10				15
	(c) Light Pistol	50%	10m	1D8				7
	(d) Shotgun (shot)	70%	75m	2D8 †				5
	(e) Shotgun (slug)	50%	75m	2D8 §				5
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY														
		<table border="1" style="width:100%; border-collapse: collapse;"> <tr> <td style="width: 50%;">19. SPECIAL TRAINING</td> <td style="width: 50%;">SKILL OR STAT USED</td> </tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> </table>	19. SPECIAL TRAINING	SKILL OR STAT USED												
19. SPECIAL TRAINING	SKILL OR STAT USED															

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL SELDEN, Constance		2. PROFESSION (RANK IF APPLICABLE) Federal Agent		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Colts Neck, NJ		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 29 (DEC 15)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	15	75	Brawny
	Constitution (CON)	10	50	
	Dexterity (DEX)	14	70	Quick footed
	Intelligence (INT)	10	50	
	Power (POW)	11	55	
	Charisma (CHA)	12	60	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		12	
	Willpower Points (WP)		11	
Sanity Points (SAN)		55		
Breaking Point (BP)		44		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		12
		12
		12
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	30	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	50	<input type="checkbox"/> Forensics (0%)	30	<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	70
	<input type="checkbox"/> Archeology (0%)	20	<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	60	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)	30	<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)	20	<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	40	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	80
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	30	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	50	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)	20	<input type="checkbox"/> Persuade (20%)	50	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)	50	<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	50			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	70	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=1

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

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR Concealed Kevlar vest - Armour Rating 3 * Reinforced Kevlar vest - Armour Rating 4 * Tactical body armor - Armour Rating 5 * Kevlar helmet - Armour Rating +1 Agency badge and ID card Pistol holster (belt) 2 spare pistol mags (belt pouch) Tactical light Handcuffs (belt pouch) Agency marked windbreaker jacket Encrypted smartphone	Police-band radio with earpiece & throat microphone Small evidence-collection kit * Rugged, encrypted laptop with access to agency networks * First aid kit * Portable fire extinguisher * Spare ammunition
	Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.	

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	80%		1D4				
(b) Medium Pistol	70%	15m	1D10				15
(c) Light Carbine	70%	100m	1D12 †	3	10%		30
(d)							
(e)							
(f)							
(g)							

* †

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY													
		<table border="1" style="width:100%; border-collapse: collapse;"> <thead> <tr> <th style="width:60%;">19. SPECIAL TRAINING</th> <th style="width:40%;">SKILL OR STAT USED</th> </tr> </thead> <tbody> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> </tbody> </table>	19. SPECIAL TRAINING	SKILL OR STAT USED											
19. SPECIAL TRAINING	SKILL OR STAT USED														

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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* In car boot
 † With holographic sight - +20% bonus to hit as long as shooter has taken no damage since last action
 ‡ Use Lethality rating if firing bursts

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL GEBHARD, Ahmad		2. PROFESSION (RANK IF APPLICABLE) Federal Agent		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Chestnut, LA		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 52 (JAN 6)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES	PSYCHOLOGICAL DATA	11. BONDS	SCORE	
	Strength (STR)	13	65	Muscular			13	
	Constitution (CON)	12	60				13	
	Dexterity (DEX)	12	60				13	
	Intelligence (INT)	11	55					
	Power (POW)	11	55					
	Charisma (CHA)	13	65	Outgoing				
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT		12. MOTIVATIONS AND MENTAL DISORDERS		
	Hit Points (HP)		12					
	Willpower Points (WP)		11					
Sanity Points (SAN)		55						
Breaking Point (BP)		44						
10. PHYSICAL DESCRIPTION					13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE			
					Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted			

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	30	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	70	<input type="checkbox"/> Forensics (0%)	30	<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	50
	<input type="checkbox"/> Archeology (0%)	20	<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	60	<input type="checkbox"/> Surgery (0%)	20
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)	30	<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	40	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	80
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	30	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	50	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	20
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	50	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)	50	<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):	20	<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	50			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	50	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=1

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INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR	
	<table style="width:100%; border: none;"> <tr> <td style="width: 50%; border: none; vertical-align: top;"> <p>Concealed Kevlar vest - Armour Rating 3 * Reinforced Kevlar vest - Armour Rating 4 * Tactical body armor - Armour Rating 5 * Kevlar helmet - Armour Rating +1 Agency badge and ID card Pistol holster (belt) 2 spare pistol mags (belt pouch) Tactical light Handcuffs (belt pouch) Agency marked windbreaker jacket Encrypted smartphone</p> </td> <td style="width: 50%; border: none; vertical-align: top;"> <p>Police-band radio with earpiece & throat microphone Small evidence-collection kit * Rugged, encrypted laptop with access to agency networks * First aid kit * Portable fire extinguisher * Spare ammunition</p> </td> </tr> </table>	<p>Concealed Kevlar vest - Armour Rating 3 * Reinforced Kevlar vest - Armour Rating 4 * Tactical body armor - Armour Rating 5 * Kevlar helmet - Armour Rating +1 Agency badge and ID card Pistol holster (belt) 2 spare pistol mags (belt pouch) Tactical light Handcuffs (belt pouch) Agency marked windbreaker jacket Encrypted smartphone</p>
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Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.								
16.	WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	80%		1D4				
	(b) Medium Pistol	50%	15m	1D10				15
	(c) Light Pistol	50%	10m	1D8				7
	(d) Shotgun (shot)	70%	75m	2D8 †				5
	(e) Shotgun (slug)	50%	75m	2D8 §				5
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY														
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Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL RUETER, Taylor		2. PROFESSION (RANK IF APPLICABLE) Federal Agent		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Gates, NC		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 42 (AUG 20)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	15	75	Muscular
	Constitution (CON)	10	50	
	Dexterity (DEX)	11	55	
	Intelligence (INT)	14	70	Ingenious
	Power (POW)	10	50	
	Charisma (CHA)	12	60	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		12	
	Willpower Points (WP)		10	
Sanity Points (SAN)		50		
Breaking Point (BP)		40		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		12
		12
		12
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	50	<input type="checkbox"/> Forensics (0%)	30	<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)	20	<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	50
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)	50	<input type="checkbox"/> SIGINT (0%)	20
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	80	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)	30	<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)	20	<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	40	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	60
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	70	<input type="checkbox"/> Occult (10%)	30	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	50	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	50	<input type="checkbox"/> Pilot (0%):	20	<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	50			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	50	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=1

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

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR	
	<table style="width: 100%; border: none;"> <tr> <td style="width: 50%; border: none; vertical-align: top;"> <p>Concealed Kevlar vest - Armour Rating 3 * Reinforced Kevlar vest - Armour Rating 4 * Tactical body armor - Armour Rating 5 * Kevlar helmet - Armour Rating +1 Agency badge and ID card Pistol holster (belt) 2 spare pistol mags (belt pouch) Tactical light Handcuffs (belt pouch) Agency marked windbreaker jacket Encrypted smartphone</p> </td> <td style="width: 50%; border: none; vertical-align: top;"> <p>Police-band radio with earpiece & throat microphone Small evidence-collection kit * Rugged, encrypted laptop with access to agency networks * First aid kit * Portable fire extinguisher * Spare ammunition</p> </td> </tr> </table>	<p>Concealed Kevlar vest - Armour Rating 3 * Reinforced Kevlar vest - Armour Rating 4 * Tactical body armor - Armour Rating 5 * Kevlar helmet - Armour Rating +1 Agency badge and ID card Pistol holster (belt) 2 spare pistol mags (belt pouch) Tactical light Handcuffs (belt pouch) Agency marked windbreaker jacket Encrypted smartphone</p>
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Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	60%		1D4				
(b) Medium Pistol	50%	15m	1D10				15
(c) Shotgun (shot)	70%	75m	2D8 †				5
(d) Shotgun (slug)	50%	75m	2D8 ‡				5
(e)							
(f)							
(g)							

*
*

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY													
	<table border="1" style="width: 100%; border-collapse: collapse;"> <tr> <th style="width: 50%;">19. SPECIAL TRAINING</th> <th style="width: 50%;">SKILL OR STAT USED</th> </tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> </table>		19. SPECIAL TRAINING	SKILL OR STAT USED											
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Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
-------------------------	---------------------

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* In car boot
 † Half damage beyond base range
 ‡ Damage reduced to 2D6 beyond base range

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL FRERICHS, Enrique		2. PROFESSION (RANK IF APPLICABLE) Federal Agent		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Jamestown, IN		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 37 (NOV 4)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	17	85	Huge
	Constitution (CON)	14	70	Perfect health
	Dexterity (DEX)	10	50	
	Intelligence (INT)	8	40	Slow
	Power (POW)	10	50	
	Charisma (CHA)	13	65	Likable
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		16	
	Willpower Points (WP)		10	
Sanity Points (SAN)		50		
Breaking Point (BP)		40		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		13
		13
		13
12. MOTIVATIONS AND MENTAL DISORDERS		
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	70	<input type="checkbox"/> Forensics (0%)	30	<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	50
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):	20	<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	60	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)	30	<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	40	<input type="checkbox"/> Melee Weapons (30%)	50	<input type="checkbox"/> Unarmed Combat (40%)	80
	<input type="checkbox"/> Computer Science (0%)	70	<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	50	<input type="checkbox"/> Occult (10%)	30	<input type="checkbox"/>	20
	<input type="checkbox"/> Demolitions (0%)	20	<input type="checkbox"/> Persuade (20%)	50	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	50			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	50	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=2

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

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INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR	
	<table style="width:100%; border: none;"> <tr> <td style="width: 50%; border: none; vertical-align: top;"> <p>Concealed Kevlar vest - Armour Rating 3 * Reinforced Kevlar vest - Armour Rating 4 * Tactical body armor - Armour Rating 5 * Kevlar helmet - Armour Rating +1 Agency badge and ID card Pistol holster (belt) 2 spare pistol mags (belt pouch) Tactical light Handcuffs (belt pouch) Agency marked windbreaker jacket Encrypted smartphone</p> </td> <td style="width: 50%; border: none; vertical-align: top;"> <p>Police-band radio with earpiece & throat microphone Small evidence-collection kit * Rugged, encrypted laptop with access to agency networks * First aid kit * Portable fire extinguisher * Spare ammunition</p> </td> </tr> </table>	<p>Concealed Kevlar vest - Armour Rating 3 * Reinforced Kevlar vest - Armour Rating 4 * Tactical body armor - Armour Rating 5 * Kevlar helmet - Armour Rating +1 Agency badge and ID card Pistol holster (belt) 2 spare pistol mags (belt pouch) Tactical light Handcuffs (belt pouch) Agency marked windbreaker jacket Encrypted smartphone</p>
<p>Concealed Kevlar vest - Armour Rating 3 * Reinforced Kevlar vest - Armour Rating 4 * Tactical body armor - Armour Rating 5 * Kevlar helmet - Armour Rating +1 Agency badge and ID card Pistol holster (belt) 2 spare pistol mags (belt pouch) Tactical light Handcuffs (belt pouch) Agency marked windbreaker jacket Encrypted smartphone</p>	<p>Police-band radio with earpiece & throat microphone Small evidence-collection kit * Rugged, encrypted laptop with access to agency networks * First aid kit * Portable fire extinguisher * Spare ammunition</p>	

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

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	80%		1D4+1				
(b) Medium Pistol	50%	15m	1D10				15
(c) Light Pistol	50%	10m	1D8				7
(d) Shotgun (shot)	70%	75m	2D8 †				5
(e) Shotgun (slug)	50%	75m	2D8 §				5
(f)							
(g)							

† * *

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY													
	<table border="1" style="width:100%; border-collapse: collapse;"> <thead> <tr> <th style="width: 50%;">19. SPECIAL TRAINING</th> <th style="width: 50%;">SKILL OR STAT USED</th> </tr> </thead> <tbody> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> </tbody> </table>		19. SPECIAL TRAINING	SKILL OR STAT USED											
19. SPECIAL TRAINING	SKILL OR STAT USED														

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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* In car boot range
 † Ankle holster
 ‡ Half damage beyond base range
 § Damage reduced to 2D6 beyond base

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL COURTEMANCHE, Sonya		2. PROFESSION (RANK IF APPLICABLE) Federal Agent		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Winifred, KS		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 54 (NOV 28)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES	PSYCHOLOGICAL DATA	11. BONDS	SCORE	
	Strength (STR)	12	60				11	
	Constitution (CON)	11	55				11	
	Dexterity (DEX)	12	60				11	
	Intelligence (INT)	13	65	Crafty				
	Power (POW)	13	65	Strong-willed				
	Charisma (CHA)	11	55					
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT		12. MOTIVATIONS AND MENTAL DISORDERS		
	Hit Points (HP)		12					
	Willpower Points (WP)		13					
Sanity Points (SAN)		65						
Breaking Point (BP)		52						
10. PHYSICAL DESCRIPTION				13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE				
				Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted				

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	30
	<input type="checkbox"/> Alertness (20%)	50	<input type="checkbox"/> Forensics (0%)	30	<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	30	<input type="checkbox"/> Search (20%)	70
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)	50	<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	30	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	60	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)	20	<input type="checkbox"/> Law (0%)	30	<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)	20	<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	40	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	60
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):	20	<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	50	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	50	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):	20	<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	50			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	50	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

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

DB=0

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR	
	<table style="width:100%; border: none;"> <tr> <td style="width: 50%; border: none; vertical-align: top;"> <p>Concealed Kevlar vest - Armour Rating 3 * Reinforced Kevlar vest - Armour Rating 4 * Tactical body armor - Armour Rating 5 * Kevlar helmet - Armour Rating +1 Agency badge and ID card Pistol holster (belt) 2 spare pistol mags (belt pouch) Tactical light Handcuffs (belt pouch) Agency marked windbreaker jacket Encrypted smartphone</p> </td> <td style="width: 50%; border: none; vertical-align: top;"> <p>Police-band radio with earpiece & throat microphone Small evidence-collection kit * Rugged, encrypted laptop with access to agency networks * First aid kit * Portable fire extinguisher * Spare ammunition</p> </td> </tr> </table>	<p>Concealed Kevlar vest - Armour Rating 3 * Reinforced Kevlar vest - Armour Rating 4 * Tactical body armor - Armour Rating 5 * Kevlar helmet - Armour Rating +1 Agency badge and ID card Pistol holster (belt) 2 spare pistol mags (belt pouch) Tactical light Handcuffs (belt pouch) Agency marked windbreaker jacket Encrypted smartphone</p>
<p>Concealed Kevlar vest - Armour Rating 3 * Reinforced Kevlar vest - Armour Rating 4 * Tactical body armor - Armour Rating 5 * Kevlar helmet - Armour Rating +1 Agency badge and ID card Pistol holster (belt) 2 spare pistol mags (belt pouch) Tactical light Handcuffs (belt pouch) Agency marked windbreaker jacket Encrypted smartphone</p>	<p>Police-band radio with earpiece & throat microphone Small evidence-collection kit * Rugged, encrypted laptop with access to agency networks * First aid kit * Portable fire extinguisher * Spare ammunition</p>	

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

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	60%		1D4-1				
(b) Medium Pistol	50%	15m	1D10				15
(c) Light Pistol	50%	10m	1D8				7
(d) Light Carbine	50%	100m	1D12 §	3	10%		30
(e)							
(f)							
(g)							

†
* †

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY														
		<table border="1" style="width:100%; border-collapse: collapse;"> <tr> <th style="width: 50%;">19. SPECIAL TRAINING</th> <th style="width: 50%;">SKILL OR STAT USED</th> </tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> </table>	19. SPECIAL TRAINING	SKILL OR STAT USED												
19. SPECIAL TRAINING	SKILL OR STAT USED															

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

* In car boot
 † Ankle holster
 ‡ With holographic sight - +20% bonus to hit as long as shooter has taken no damage since last action
 § Use Lethality rating if firing bursts

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL SMELLEY, Galen		2. PROFESSION (RANK IF APPLICABLE) Federal Agent		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Yutan, NE		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 41 (NOV 27)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES	PSYCHOLOGICAL DATA	11. BONDS	SCORE	
	Strength (STR)	7	35	Weak			13	
	Constitution (CON)	16	80	Resilient			13	
	Dexterity (DEX)	13	65	Quick footed			13	
	Intelligence (INT)	9	45					
	Power (POW)	8	40	Nervous				
	Charisma (CHA)	13	65	Friendly				
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT		12. MOTIVATIONS AND MENTAL DISORDERS		
	Hit Points (HP)		12					
	Willpower Points (WP)		8					
Sanity Points (SAN)		40						
Breaking Point (BP)		32						
10. PHYSICAL DESCRIPTION				13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE				
				Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted				

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	30	<input type="checkbox"/> First Aid (10%)	30	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	50	<input type="checkbox"/> Forensics (0%)	30	<input type="checkbox"/> Science (0%):	20
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	50
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	60	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)	30	<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	50	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	40	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	80
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	30	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	50	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	70
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	50	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	70			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	50	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=-1

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

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR	
	<table style="width:100%; border: none;"> <tr> <td style="width: 50%; border: none; vertical-align: top;"> <p>Concealed Kevlar vest - Armour Rating 3 * Reinforced Kevlar vest - Armour Rating 4 * Tactical body armor - Armour Rating 5 * Kevlar helmet - Armour Rating +1 Agency badge and ID card Pistol holster (belt) 2 spare pistol mags (belt pouch) Tactical light Handcuffs (belt pouch) Agency marked windbreaker jacket Encrypted smartphone</p> </td> <td style="width: 50%; border: none; vertical-align: top;"> <p>Police-band radio with earpiece & throat microphone Small evidence-collection kit * Rugged, encrypted laptop with access to agency networks * First aid kit * Portable fire extinguisher * Spare ammunition</p> </td> </tr> </table>	<p>Concealed Kevlar vest - Armour Rating 3 * Reinforced Kevlar vest - Armour Rating 4 * Tactical body armor - Armour Rating 5 * Kevlar helmet - Armour Rating +1 Agency badge and ID card Pistol holster (belt) 2 spare pistol mags (belt pouch) Tactical light Handcuffs (belt pouch) Agency marked windbreaker jacket Encrypted smartphone</p>
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Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	80%		1D4-2				
(b) Medium Pistol	50%	15m	1D10				15
(c) Shotgun (shot)	70%	75m	2D8 †				5 *
(d) Shotgun (slug)	50%	75m	2D8 ‡				5 *
(e)							
(f)							
(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY													
	<table border="1" style="width:100%; border-collapse: collapse;"> <tr> <th style="width: 50%;">19. SPECIAL TRAINING</th> <th style="width: 50%;">SKILL OR STAT USED</th> </tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> </table>		19. SPECIAL TRAINING	SKILL OR STAT USED											
19. SPECIAL TRAINING	SKILL OR STAT USED														

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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* In car boot
 † Half damage beyond base range
 ‡ Damage reduced to 2D6 beyond base range

THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL HONAKER, Jenelle		2. PROFESSION (RANK IF APPLICABLE) Federal Agent		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Fort Necessity, LA		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 43 (NOV 9)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	13	65	Brawny
	Constitution (CON)	12	60	
	Dexterity (DEX)	13	65	Lithe
	Intelligence (INT)	12	60	
	Power (POW)	11	55	
	Charisma (CHA)	11	55	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		12	
	Willpower Points (WP)		11	
Sanity Points (SAN)		55		
Breaking Point (BP)		44		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE	
		11	
		11	
		11	
	12. MOTIVATIONS AND MENTAL DISORDERS		
	13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted			

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	30	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	50	<input type="checkbox"/> Forensics (0%)	50	<input type="checkbox"/> Science (0%):	20
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	50
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):	20	<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	60	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)	30	<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	40	<input type="checkbox"/> Melee Weapons (30%)	50	<input type="checkbox"/> Unarmed Combat (40%)	80
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):	20	<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	50	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	50	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)	50	<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	50	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	50			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	50	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=1

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

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR Concealed Kevlar vest - Armour Rating 3 * Reinforced Kevlar vest - Armour Rating 4 * Tactical body armor - Armour Rating 5 * Kevlar helmet - Armour Rating +1 Agency badge and ID card Pistol holster (belt) 2 spare pistol mags (belt pouch) Tactical light Handcuffs (belt pouch) Agency marked windbreaker jacket Encrypted smartphone	Police-band radio with earpiece & throat microphone Small evidence-collection kit * Rugged, encrypted laptop with access to agency networks * First aid kit * Portable fire extinguisher * Spare ammunition
	Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.	

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	80%		1D4				
(b) Medium Pistol	50%	15m	1D10				15
(c) Light Carbine	50%	100m	1D12 †	3	10%		30
(d)							
(e)							
(f)							
(g)							

* †

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY													
		<table border="1" style="width:100%; border-collapse: collapse;"> <thead> <tr> <th style="width: 60%;">19. SPECIAL TRAINING</th> <th style="width: 40%;">SKILL OR STAT USED</th> </tr> </thead> <tbody> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> </tbody> </table>	19. SPECIAL TRAINING	SKILL OR STAT USED											
19. SPECIAL TRAINING	SKILL OR STAT USED														

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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* In car boot
 † With holographic sight - +20% bonus to hit as long as shooter has taken no damage since last action
 ‡ Use Lethality rating if firing bursts

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL ATKINS, Edmond		2. PROFESSION (RANK IF APPLICABLE) Federal Agent	
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Prospect, KY	
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 50 (AUG 12)	7. EDUCATION AND OCCUPATIONAL HISTORY	

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	11	55	
	Constitution (CON)	11	55	
	Dexterity (DEX)	13	65	Agile
	Intelligence (INT)	12	60	
	Power (POW)	12	60	
	Charisma (CHA)	13	65	Affable
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		11	
	Willpower Points (WP)		12	
Sanity Points (SAN)		60		
Breaking Point (BP)		48		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS		SCORE	
			13	
			13	
			13	
	12. MOTIVATIONS AND MENTAL DISORDERS			
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE				
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted				

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	50	<input type="checkbox"/> Forensics (0%)	30	<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	50
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):	20	<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	60	<input type="checkbox"/> Surgery (0%)	20
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)	50	<input type="checkbox"/> Survival (10%)	30
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	40	<input type="checkbox"/> Melee Weapons (30%)	50	<input type="checkbox"/> Unarmed Combat (40%)	60
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	70	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)	20	<input type="checkbox"/> Persuade (20%)	50	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)	70	<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	50			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	50	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=0

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

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR								
	Concealed Kevlar vest - Armour Rating 3 * Reinforced Kevlar vest - Armour Rating 4 * Tactical body armor - Armour Rating 5 * Kevlar helmet - Armour Rating +1 Agency badge and ID card Pistol holster (belt) 2 spare pistol mags (belt pouch) Tactical light Handcuffs (belt pouch) Agency marked windbreaker jacket Encrypted smartphone				Police-band radio with earpiece & throat microphone Small evidence-collection kit * Rugged, encrypted laptop with access to agency networks * First aid kit * Portable fire extinguisher * Spare ammunition				
	Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.								
	16.	WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a)	Unarmed	60%		1D4-1				
	(b)	Medium Pistol	50%	15m	1D10				15
	(c)	Light Pistol	50%	10m	1D8				7
	(d)	Shotgun (shot)	70%	75m	2D8 †				5
(e)	Shotgun (slug)	50%	75m	2D8 §				5	
(f)									
(g)									

REMARKS	17. PERSONAL DETAILS AND NOTES		18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY	
			19. SPECIAL TRAINING	SKILL OR STAT USED

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL HOPPE, Doris		2. PROFESSION (RANK IF APPLICABLE) Federal Agent		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Cory, IN		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 44 (NOV 21)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	11	55	
	Constitution (CON)	14	70	Resilient
	Dexterity (DEX)	15	75	Nimble
	Intelligence (INT)	10	50	
	Power (POW)	12	60	
	Charisma (CHA)	10	50	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		12	
	Willpower Points (WP)		12	
Sanity Points (SAN)		60		
Breaking Point (BP)		48		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		10
		10
		10
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	50	<input type="checkbox"/> Forensics (0%)	30	<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)	20	<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	50
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)	50	<input type="checkbox"/> SIGINT (0%)	20
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	60	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)	30	<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	40	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	60
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):	20	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):	20	<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	50	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)	20	<input type="checkbox"/> Persuade (20%)	50	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	50	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	70			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	50	<input type="checkbox"/> Psychotherapy (10%)	30	<input type="checkbox"/>	

DB=0

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

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR								
	Concealed Kevlar vest - Armour Rating 3 * Reinforced Kevlar vest - Armour Rating 4 * Tactical body armor - Armour Rating 5 * Kevlar helmet - Armour Rating +1 Agency badge and ID card Pistol holster (belt) 2 spare pistol mags (belt pouch) Tactical light Handcuffs (belt pouch) Agency marked windbreaker jacket Encrypted smartphone				Police-band radio with earpiece & throat microphone Small evidence-collection kit * Rugged, encrypted laptop with access to agency networks * First aid kit * Portable fire extinguisher * Spare ammunition				
	Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.								
	16.	WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a)	Unarmed	60%		1D4-1				
	(b)	Medium Pistol	50%	15m	1D10				15
	(c)	Shotgun (shot)	70%	75m	2D8 †				5 *
	(d)	Shotgun (slug)	50%	75m	2D8 ‡				5 *
(e)									
(f)									
(g)									

REMARKS	17. PERSONAL DETAILS AND NOTES		18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY	

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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* In car boot
 † Half damage beyond base range
 ‡ Damage reduced to 2D6 beyond base range

THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL OTTERSON, Alfonso		2. PROFESSION (RANK IF APPLICABLE) Federal Agent		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Hull, IL		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 49 (JAN 3)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	15	75	Muscular
	Constitution (CON)	12	60	
	Dexterity (DEX)	11	55	
	Intelligence (INT)	10	50	
	Power (POW)	10	50	
	Charisma (CHA)	14	70	Charming
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		14	
	Willpower Points (WP)		10	
Sanity Points (SAN)		50		
Breaking Point (BP)		40		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		14
		14
		14
12. MOTIVATIONS AND MENTAL DISORDERS		
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	30	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	30
	<input type="checkbox"/> Alertness (20%)	70	<input type="checkbox"/> Forensics (0%)	30	<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	50
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)	50	<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	30	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	80	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)	30	<input type="checkbox"/> Survival (10%)	30
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	40	<input type="checkbox"/> Melee Weapons (30%)	50	<input type="checkbox"/> Unarmed Combat (40%)	60
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	50	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	50	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	50			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	70	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=1

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

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR	
	<table style="width:100%; border: none;"> <tr> <td style="width: 50%; border: none; vertical-align: top;"> <p>Concealed Kevlar vest - Armour Rating 3 * Reinforced Kevlar vest - Armour Rating 4 * Tactical body armor - Armour Rating 5 * Kevlar helmet - Armour Rating +1 Agency badge and ID card Pistol holster (belt) 2 spare pistol mags (belt pouch) Tactical light Handcuffs (belt pouch) Agency marked windbreaker jacket Encrypted smartphone</p> </td> <td style="width: 50%; border: none; vertical-align: top;"> <p>Police-band radio with earpiece & throat microphone Small evidence-collection kit * Rugged, encrypted laptop with access to agency networks * First aid kit * Portable fire extinguisher * Spare ammunition</p> </td> </tr> </table>	<p>Concealed Kevlar vest - Armour Rating 3 * Reinforced Kevlar vest - Armour Rating 4 * Tactical body armor - Armour Rating 5 * Kevlar helmet - Armour Rating +1 Agency badge and ID card Pistol holster (belt) 2 spare pistol mags (belt pouch) Tactical light Handcuffs (belt pouch) Agency marked windbreaker jacket Encrypted smartphone</p>
<p>Concealed Kevlar vest - Armour Rating 3 * Reinforced Kevlar vest - Armour Rating 4 * Tactical body armor - Armour Rating 5 * Kevlar helmet - Armour Rating +1 Agency badge and ID card Pistol holster (belt) 2 spare pistol mags (belt pouch) Tactical light Handcuffs (belt pouch) Agency marked windbreaker jacket Encrypted smartphone</p>	<p>Police-band radio with earpiece & throat microphone Small evidence-collection kit * Rugged, encrypted laptop with access to agency networks * First aid kit * Portable fire extinguisher * Spare ammunition</p>	

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

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	60%		1D4				
(b) Medium Pistol	70%	15m	1D10				15
(c) Light Carbine	70%	100m	1D12 †	3	10%		30
(d)							
(e)							
(f)							
(g)							

* †

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY														
		<table border="1" style="width:100%; border-collapse: collapse;"> <tr> <th style="width: 50%;">19. SPECIAL TRAINING</th> <th style="width: 50%;">SKILL OR STAT USED</th> </tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> </table>	19. SPECIAL TRAINING	SKILL OR STAT USED												
19. SPECIAL TRAINING	SKILL OR STAT USED															

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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* In car boot

† Use Lethality rating if firing bursts

† With holographic sight - +20% bonus to hit as long as shooter has taken no damage since last action

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL TAMAYO, Salina		2. PROFESSION (RANK IF APPLICABLE) Federal Agent		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Etna, NH		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 44 (JUL 1)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES	PSYCHOLOGICAL DATA	11. BONDS	SCORE	
	Strength (STR)	12	60				13	
	Constitution (CON)	11	55				13	
	Dexterity (DEX)	11	55				13	
	Intelligence (INT)	12	60					
	Power (POW)	13	65	Forbearing				
	Charisma (CHA)	13	65	Approachable				
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT		12. MOTIVATIONS AND MENTAL DISORDERS		
	Hit Points (HP)		12					
	Willpower Points (WP)		13					
Sanity Points (SAN)		65						
Breaking Point (BP)		52						
10. PHYSICAL DESCRIPTION				13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE				
				Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted				

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	60	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	70	<input type="checkbox"/> Forensics (0%)	30	<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	50
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	30	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	60	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)	20	<input type="checkbox"/> Law (0%)	30	<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	40
	<input type="checkbox"/> Bureaucracy (10%)	40	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	60
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	50	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	20
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	50	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	30	<input type="checkbox"/> Pharmacy (0%)	20	<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	50			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	70	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

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

DB=0

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR Concealed Kevlar vest - Armour Rating 3 * Reinforced Kevlar vest - Armour Rating 4 * Tactical body armor - Armour Rating 5 * Kevlar helmet - Armour Rating +1 Agency badge and ID card Pistol holster (belt) 2 spare pistol mags (belt pouch) Tactical light Handcuffs (belt pouch) Agency marked windbreaker jacket Encrypted smartphone	Police-band radio with earpiece & throat microphone Small evidence-collection kit * Rugged, encrypted laptop with access to agency networks * First aid kit * Portable fire extinguisher * Spare ammunition
	Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.	

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	60%		1D4-1				
(b) Medium Pistol	70%	15m	1D10				15
(c) Light Carbine	70%	100m	1D12 †	3	10%		30
(d)							
(e)							
(f)							
(g)							

* †

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY													
		<table border="1" style="width:100%; border-collapse: collapse;"> <tr> <th style="width:50%;">19. SPECIAL TRAINING</th> <th style="width:50%;">SKILL OR STAT USED</th> </tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> </table>	19. SPECIAL TRAINING	SKILL OR STAT USED											
19. SPECIAL TRAINING	SKILL OR STAT USED														

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
-------------------------	---------------------

THIS IS A WORK OF FICTION

* In car boot
 † With holographic sight - +20% bonus to hit as long as shooter has taken no damage since last action
 ‡ Use Lethality rating if firing bursts

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL IVY, Darwin		2. PROFESSION (RANK IF APPLICABLE) Federal Agent		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Lindon, UT		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 46 (JUN 26)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	14	70	Sturdy
	Constitution (CON)	16	80	Perfect health
	Dexterity (DEX)	13	65	Quick footed
	Intelligence (INT)	16	80	Perceptive
	Power (POW)	10	50	
	Charisma (CHA)	14	70	Approachable
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		15	
	Willpower Points (WP)		10	
Sanity Points (SAN)		50		
Breaking Point (BP)		40		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		14
		14
		14
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	30
	<input type="checkbox"/> Alertness (20%)	50	<input type="checkbox"/> Forensics (0%)	30	<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	50
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	80	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)	30	<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)	20	<input type="checkbox"/> Swim (20%)	40
	<input type="checkbox"/> Bureaucracy (10%)	40	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	60
	<input type="checkbox"/> Computer Science (0%)	20	<input type="checkbox"/> Military Science (0%):	20	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	50	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)	20	<input type="checkbox"/> Persuade (20%)	50	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)	50	<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	50	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	50			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	50	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=1

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

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR Concealed Kevlar vest - Armour Rating 3 * Reinforced Kevlar vest - Armour Rating 4 * Tactical body armor - Armour Rating 5 * Kevlar helmet - Armour Rating +1 Agency badge and ID card Pistol holster (belt) 2 spare pistol mags (belt pouch) Tactical light Handcuffs (belt pouch) Agency marked windbreaker jacket Encrypted smartphone	Police-band radio with earpiece & throat microphone Small evidence-collection kit * Rugged, encrypted laptop with access to agency networks * First aid kit * Portable fire extinguisher * Spare ammunition
	Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.	

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	60%		1D4				
(b) Medium Pistol	50%	15m	1D10				15
(c) Light Pistol	50%	10m	1D8				7
(d) Shotgun (shot)	70%	75m	2D8 †				5
(e) Shotgun (slug)	50%	75m	2D8 §				5
(f)							
(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY													
	<table border="1" style="width:100%; border-collapse: collapse;"> <thead> <tr> <th style="width:50%;">19. SPECIAL TRAINING</th> <th style="width:50%;">SKILL OR STAT USED</th> </tr> </thead> <tbody> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> </tbody> </table>		19. SPECIAL TRAINING	SKILL OR STAT USED											
19. SPECIAL TRAINING	SKILL OR STAT USED														

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL KITTINGER, Trisha		2. PROFESSION (RANK IF APPLICABLE) Federal Agent		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Holly Bluff, MS		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 25 (JAN 5)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	14	70	Brawny
	Constitution (CON)	8	40	Delicate
	Dexterity (DEX)	17	85	Acrobatic
	Intelligence (INT)	10	50	
	Power (POW)	10	50	
	Charisma (CHA)	13	65	Affable
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		11	
	Willpower Points (WP)		10	
Sanity Points (SAN)		50		
Breaking Point (BP)		40		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE	
		13	
		13	
		13	
	12. MOTIVATIONS AND MENTAL DISORDERS		
	13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted			

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	30	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	50	<input type="checkbox"/> Forensics (0%)	30	<input type="checkbox"/> Science (0%):	20
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	30	<input type="checkbox"/> Search (20%)	70
	<input type="checkbox"/> Archeology (0%)	20	<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	30	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	60	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)	30	<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	40	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	80
	<input type="checkbox"/> Computer Science (0%)	50	<input type="checkbox"/> Military Science (0%):	20	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	50	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	50	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	50			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	50	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=1

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

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INJURIES

14. WOUNDS AND AILMENTS

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

EQUIPMENT

15. ARMOR AND GEAR

Concealed Kevlar vest - Armour Rating 3
 * Reinforced Kevlar vest - Armour Rating 4
 * Tactical body armor - Armour Rating 5
 * Kevlar helmet - Armour Rating +1
 Agency badge and ID card
 Pistol holster (belt)
 2 spare pistol mags (belt pouch)
 Tactical light
 Handcuffs (belt pouch)
 Agency marked windbreaker jacket
 Encrypted smartphone

Police-band radio with earpiece & throat microphone
 Small evidence-collection kit
 * Rugged, encrypted laptop with access to agency networks
 * First aid kit
 * Portable fire extinguisher
 * Spare ammunition

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

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	80%		1D4				
(b) Medium Pistol	50%	15m	1D10				15
(c) Light Carbine	50%	100m	1D12 †	3	10%		30
(d)							
(e)							
(f)							
(g)							

* †

REMARKS

17. PERSONAL DETAILS AND NOTES

18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY

19. SPECIAL TRAINING	SKILL OR STAT USED

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER

21. AGENT SIGNATURE

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL FORTIER, Graham		2. PROFESSION (RANK IF APPLICABLE) Federal Agent		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Neosho Falls, KS		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 42 (NOV 28)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	14	70	Tough
	Constitution (CON)	8	40	Frail
	Dexterity (DEX)	17	85	Acrobatic
	Intelligence (INT)	10	50	
	Power (POW)	10	50	
	Charisma (CHA)	13	65	Approachable
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		11	
	Willpower Points (WP)		10	
Sanity Points (SAN)		50		
Breaking Point (BP)		40		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		13
		13
		13
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	30	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	50	<input type="checkbox"/> Forensics (0%)	30	<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	50
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	20
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	60	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)	20	<input type="checkbox"/> Law (0%)	50	<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	40
	<input type="checkbox"/> Bureaucracy (10%)	40	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	60
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	30	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	50	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	50	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	30	<input type="checkbox"/> Pharmacy (0%)	50	<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	50	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	50			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	50	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=1

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

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR	
	<table style="width:100%; border: none;"> <tr> <td style="width: 50%; border: none; vertical-align: top;"> <p>Concealed Kevlar vest - Armour Rating 3 * Reinforced Kevlar vest - Armour Rating 4 * Tactical body armor - Armour Rating 5 * Kevlar helmet - Armour Rating +1 Agency badge and ID card Pistol holster (belt) 2 spare pistol mags (belt pouch) Tactical light Handcuffs (belt pouch) Agency marked windbreaker jacket Encrypted smartphone</p> </td> <td style="width: 50%; border: none; vertical-align: top;"> <p>Police-band radio with earpiece & throat microphone Small evidence-collection kit * Rugged, encrypted laptop with access to agency networks * First aid kit * Portable fire extinguisher * Spare ammunition</p> </td> </tr> </table>	<p>Concealed Kevlar vest - Armour Rating 3 * Reinforced Kevlar vest - Armour Rating 4 * Tactical body armor - Armour Rating 5 * Kevlar helmet - Armour Rating +1 Agency badge and ID card Pistol holster (belt) 2 spare pistol mags (belt pouch) Tactical light Handcuffs (belt pouch) Agency marked windbreaker jacket Encrypted smartphone</p>
<p>Concealed Kevlar vest - Armour Rating 3 * Reinforced Kevlar vest - Armour Rating 4 * Tactical body armor - Armour Rating 5 * Kevlar helmet - Armour Rating +1 Agency badge and ID card Pistol holster (belt) 2 spare pistol mags (belt pouch) Tactical light Handcuffs (belt pouch) Agency marked windbreaker jacket Encrypted smartphone</p>	<p>Police-band radio with earpiece & throat microphone Small evidence-collection kit * Rugged, encrypted laptop with access to agency networks * First aid kit * Portable fire extinguisher * Spare ammunition</p>	

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

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	60%		1D4				
(b) Medium Pistol	50%	15m	1D10				15
(c) Light Pistol	50%	10m	1D8				7
(d) Shotgun (shot)	70%	75m	2D8 †				5
(e) Shotgun (slug)	50%	75m	2D8 §				5
(f)							
(g)							

† * *

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY													
		<table border="1" style="width:100%; border-collapse: collapse;"> <tr> <th style="width: 50%;">19. SPECIAL TRAINING</th> <th style="width: 50%;">SKILL OR STAT USED</th> </tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> </table>	19. SPECIAL TRAINING	SKILL OR STAT USED											
19. SPECIAL TRAINING	SKILL OR STAT USED														

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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* In car boot range
 † Ankle holster
 ‡ Half damage beyond base range
 § Damage reduced to 2D6 beyond base

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL ALBERTSON, Chantelle		2. PROFESSION (RANK IF APPLICABLE) Federal Agent		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Belmont, MS		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 48 (MAY 22)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	15	75	Brawny
	Constitution (CON)	10	50	
	Dexterity (DEX)	10	50	
	Intelligence (INT)	11	55	
	Power (POW)	12	60	
	Charisma (CHA)	14	70	Charming
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		12	
	Willpower Points (WP)		12	
Sanity Points (SAN)		60		
Breaking Point (BP)		48		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		14
		14
		14
12. MOTIVATIONS AND MENTAL DISORDERS		
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	50	<input type="checkbox"/> Forensics (0%)	30	<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	50
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	60	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)	30	<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	50	<input type="checkbox"/> Medicine (0%)	20	<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	40	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	80
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):	20	<input type="checkbox"/> Navigate (10%)	30	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	50	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	50	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	30	<input type="checkbox"/> Pharmacy (0%)	50	<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	50	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	50			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	70	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=1

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

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR								
	Concealed Kevlar vest - Armour Rating 3 * Reinforced Kevlar vest - Armour Rating 4 * Tactical body armor - Armour Rating 5 * Kevlar helmet - Armour Rating +1 Agency badge and ID card Pistol holster (belt) 2 spare pistol mags (belt pouch) Tactical light Handcuffs (belt pouch) Agency marked windbreaker jacket Encrypted smartphone				Police-band radio with earpiece & throat microphone Small evidence-collection kit * Rugged, encrypted laptop with access to agency networks * First aid kit * Portable fire extinguisher * Spare ammunition				
	Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.								
	16.	WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a)	Unarmed	80%		1D4				
	(b)	Medium Pistol	70%	15m	1D10				15
	(c)	Light Pistol	70%	10m	1D8				7
	(d)	Shotgun (shot)	90%	75m	2D8 †				5
	(e)	Shotgun (slug)	70%	75m	2D8 §				5
	(f)								
(g)									

REMARKS	17. PERSONAL DETAILS AND NOTES		18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY	
			19. SPECIAL TRAINING	SKILL OR STAT USED

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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* In car boot range

† Ankle holster

‡ Half damage beyond base range

§ Damage reduced to 2D6 beyond base

THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL WALLA, Bobby		2. PROFESSION (RANK IF APPLICABLE) Federal Agent		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Danville, PA		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 46 (MAY 25)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	12	60	
	Constitution (CON)	11	55	
	Dexterity (DEX)	13	65	Agile
	Intelligence (INT)	12	60	
	Power (POW)	11	55	
	Charisma (CHA)	13	65	Outgoing
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		12	
	Willpower Points (WP)		11	
Sanity Points (SAN)		55		
Breaking Point (BP)		44		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE	
		13	
		13	
		13	
	12. MOTIVATIONS AND MENTAL DISORDERS		
	13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted			

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	30	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	50	<input type="checkbox"/> Forensics (0%)	30	<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	30	<input type="checkbox"/> Search (20%)	50
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	60	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)	30	<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	50	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	40	<input type="checkbox"/> Melee Weapons (30%)	50	<input type="checkbox"/> Unarmed Combat (40%)	80
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	70	<input type="checkbox"/> Occult (10%)	30	<input type="checkbox"/>	50
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	50	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	30	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	50			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	50	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=0

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

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR	
	<table style="width:100%; border: none;"> <tr> <td style="width: 50%; border: none; vertical-align: top;"> <p>Concealed Kevlar vest - Armour Rating 3 * Reinforced Kevlar vest - Armour Rating 4 * Tactical body armor - Armour Rating 5 * Kevlar helmet - Armour Rating +1 Agency badge and ID card Pistol holster (belt) 2 spare pistol mags (belt pouch) Tactical light Handcuffs (belt pouch) Agency marked windbreaker jacket Encrypted smartphone</p> </td> <td style="width: 50%; border: none; vertical-align: top;"> <p>Police-band radio with earpiece & throat microphone Small evidence-collection kit * Rugged, encrypted laptop with access to agency networks * First aid kit * Portable fire extinguisher * Spare ammunition</p> </td> </tr> </table>	<p>Concealed Kevlar vest - Armour Rating 3 * Reinforced Kevlar vest - Armour Rating 4 * Tactical body armor - Armour Rating 5 * Kevlar helmet - Armour Rating +1 Agency badge and ID card Pistol holster (belt) 2 spare pistol mags (belt pouch) Tactical light Handcuffs (belt pouch) Agency marked windbreaker jacket Encrypted smartphone</p>
<p>Concealed Kevlar vest - Armour Rating 3 * Reinforced Kevlar vest - Armour Rating 4 * Tactical body armor - Armour Rating 5 * Kevlar helmet - Armour Rating +1 Agency badge and ID card Pistol holster (belt) 2 spare pistol mags (belt pouch) Tactical light Handcuffs (belt pouch) Agency marked windbreaker jacket Encrypted smartphone</p>	<p>Police-band radio with earpiece & throat microphone Small evidence-collection kit * Rugged, encrypted laptop with access to agency networks * First aid kit * Portable fire extinguisher * Spare ammunition</p>	

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

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	80%		1D4-1				
(b) Medium Pistol	50%	15m	1D10				15
(c) Light Pistol	50%	10m	1D8				7
(d) Shotgun (shot)	70%	75m	2D8 †				5
(e) Shotgun (slug)	50%	75m	2D8 §				5
(f)							
(g)							

† * *

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY													
	<table border="1" style="width:100%; border-collapse: collapse;"> <thead> <tr> <th style="width: 50%;">19. SPECIAL TRAINING</th> <th style="width: 50%;">SKILL OR STAT USED</th> </tr> </thead> <tbody> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> </tbody> </table>		19. SPECIAL TRAINING	SKILL OR STAT USED											
19. SPECIAL TRAINING	SKILL OR STAT USED														

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
-------------------------	---------------------

THIS IS A WORK OF FICTION

* In car boot range
 † Ankle holster
 ‡ Half damage beyond base range
 § Damage reduced to 2D6 beyond base

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL STUDDARD, Becky		2. PROFESSION (RANK IF APPLICABLE) Federal Agent		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Lugoff, SC		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 30 (FEB 1)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	11	55	
	Constitution (CON)	15	75	Perfect health
	Dexterity (DEX)	14	70	Slick
	Intelligence (INT)	15	75	Cunning
	Power (POW)	14	70	Strong-willed
	Charisma (CHA)	14	70	Prepossessing
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		13	
	Willpower Points (WP)		14	
Sanity Points (SAN)		70		
Breaking Point (BP)		56		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		14
		14
		14
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	50	<input type="checkbox"/> Forensics (0%)	30	<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	50
	<input type="checkbox"/> Archeology (0%)	20	<input type="checkbox"/> Heavy Weapons (0%)	50	<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	30	<input type="checkbox"/> Stealth (10%)	30
			<input type="checkbox"/> HUMINT (10%)	80	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)	30	<input type="checkbox"/> Survival (10%)	30
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	40	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	80
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	50	<input type="checkbox"/> Occult (10%)	30	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	50	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	50	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	50			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	50	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=0

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

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR	
	<table style="width:100%; border: none;"> <tr> <td style="width: 50%; border: none; vertical-align: top;"> <p>Concealed Kevlar vest - Armour Rating 3 * Reinforced Kevlar vest - Armour Rating 4 * Tactical body armor - Armour Rating 5 * Kevlar helmet - Armour Rating +1 Agency badge and ID card Pistol holster (belt) 2 spare pistol mags (belt pouch) Tactical light Handcuffs (belt pouch) Agency marked windbreaker jacket Encrypted smartphone</p> </td> <td style="width: 50%; border: none; vertical-align: top;"> <p>Police-band radio with earpiece & throat microphone Small evidence-collection kit * Rugged, encrypted laptop with access to agency networks * First aid kit * Portable fire extinguisher * Spare ammunition</p> </td> </tr> </table>	<p>Concealed Kevlar vest - Armour Rating 3 * Reinforced Kevlar vest - Armour Rating 4 * Tactical body armor - Armour Rating 5 * Kevlar helmet - Armour Rating +1 Agency badge and ID card Pistol holster (belt) 2 spare pistol mags (belt pouch) Tactical light Handcuffs (belt pouch) Agency marked windbreaker jacket Encrypted smartphone</p>
<p>Concealed Kevlar vest - Armour Rating 3 * Reinforced Kevlar vest - Armour Rating 4 * Tactical body armor - Armour Rating 5 * Kevlar helmet - Armour Rating +1 Agency badge and ID card Pistol holster (belt) 2 spare pistol mags (belt pouch) Tactical light Handcuffs (belt pouch) Agency marked windbreaker jacket Encrypted smartphone</p>	<p>Police-band radio with earpiece & throat microphone Small evidence-collection kit * Rugged, encrypted laptop with access to agency networks * First aid kit * Portable fire extinguisher * Spare ammunition</p>	

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

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	80%		1D4-1				
(b) Medium Pistol	50%	15m	1D10				15
(c) Light Pistol	50%	10m	1D8				7
(d) Shotgun (shot)	70%	75m	2D8 †				5
(e) Shotgun (slug)	50%	75m	2D8 §				5
(f)							
(g)							

†
*
*

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY														
		<table border="1" style="width:100%; border-collapse: collapse;"> <tr> <th style="width: 50%;">19. SPECIAL TRAINING</th> <th style="width: 50%;">SKILL OR STAT USED</th> </tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> </table>	19. SPECIAL TRAINING	SKILL OR STAT USED												
19. SPECIAL TRAINING	SKILL OR STAT USED															

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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* In car boot range
 † Ankle holster
 ‡ Half damage beyond base range
 § Damage reduced to 2D6 beyond base

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL MARVIN, Jeff		2. PROFESSION (RANK IF APPLICABLE) Federal Agent		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) San Antonio, TX		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 53 (MAY 8)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES	PSYCHOLOGICAL DATA	11. BONDS	SCORE	
	Strength (STR)	15	75	Muscular			10	
	Constitution (CON)	14	70	Fit			10	
	Dexterity (DEX)	10	50				10	
	Intelligence (INT)	11	55					
	Power (POW)	12	60					
	Charisma (CHA)	10	50					
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT		12. MOTIVATIONS AND MENTAL DISORDERS		
	Hit Points (HP)		14					
	Willpower Points (WP)		12					
Sanity Points (SAN)		60						
Breaking Point (BP)		48						
10. PHYSICAL DESCRIPTION				13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE				
				Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted				

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	80	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	70	<input type="checkbox"/> Forensics (0%)	30	<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	50
	<input type="checkbox"/> Archeology (0%)	20	<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	60	<input type="checkbox"/> Surgery (0%)	20
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)	30	<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	60	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	80
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	50	<input type="checkbox"/> Occult (10%)	30	<input type="checkbox"/>	20
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	50	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	50			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	50	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=1

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

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INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR	
	<table style="width:100%; border: none;"> <tr> <td style="width: 50%; border: none; vertical-align: top;"> <p>Concealed Kevlar vest - Armour Rating 3 * Reinforced Kevlar vest - Armour Rating 4 * Tactical body armor - Armour Rating 5 * Kevlar helmet - Armour Rating +1 Agency badge and ID card Pistol holster (belt) 2 spare pistol mags (belt pouch) Tactical light Handcuffs (belt pouch) Agency marked windbreaker jacket Encrypted smartphone</p> </td> <td style="width: 50%; border: none; vertical-align: top;"> <p>Police-band radio with earpiece & throat microphone Small evidence-collection kit * Rugged, encrypted laptop with access to agency networks * First aid kit * Portable fire extinguisher * Spare ammunition</p> </td> </tr> </table>	<p>Concealed Kevlar vest - Armour Rating 3 * Reinforced Kevlar vest - Armour Rating 4 * Tactical body armor - Armour Rating 5 * Kevlar helmet - Armour Rating +1 Agency badge and ID card Pistol holster (belt) 2 spare pistol mags (belt pouch) Tactical light Handcuffs (belt pouch) Agency marked windbreaker jacket Encrypted smartphone</p>
<p>Concealed Kevlar vest - Armour Rating 3 * Reinforced Kevlar vest - Armour Rating 4 * Tactical body armor - Armour Rating 5 * Kevlar helmet - Armour Rating +1 Agency badge and ID card Pistol holster (belt) 2 spare pistol mags (belt pouch) Tactical light Handcuffs (belt pouch) Agency marked windbreaker jacket Encrypted smartphone</p>	<p>Police-band radio with earpiece & throat microphone Small evidence-collection kit * Rugged, encrypted laptop with access to agency networks * First aid kit * Portable fire extinguisher * Spare ammunition</p>	

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

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	80%		1D4				
(b) Medium Pistol	50%	15m	1D10				15
(c) Light Pistol	50%	10m	1D8				7
(d) Light Carbine	50%	100m	1D12 §	3	10%		30
(e)							
(f)							
(g)							

†
* †

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY													
		<table border="1" style="width:100%; border-collapse: collapse;"> <tr> <th style="width: 50%;">19. SPECIAL TRAINING</th> <th style="width: 50%;">SKILL OR STAT USED</th> </tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> </table>	19. SPECIAL TRAINING	SKILL OR STAT USED											
19. SPECIAL TRAINING	SKILL OR STAT USED														

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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* In car boot
 † Ankle holster
 ‡ With holographic sight - +20% bonus to hit as long as shooter has taken no damage since last action
 § Use Lethality rating if firing bursts

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL DEADY, Breanna		2. PROFESSION (RANK IF APPLICABLE) Federal Agent		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Warner, OH		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 35 (JUL 13)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	12	60	
	Constitution (CON)	15	75	Fit
	Dexterity (DEX)	14	70	Deft
	Intelligence (INT)	11	55	
	Power (POW)	10	50	
	Charisma (CHA)	10	50	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		14	
	Willpower Points (WP)		10	
Sanity Points (SAN)		50		
Breaking Point (BP)		40		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS		SCORE
			10
			10
			10
	12. MOTIVATIONS AND MENTAL DISORDERS		
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE			
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted			

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	30	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	50	<input type="checkbox"/> Forensics (0%)	30	<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	50
	<input type="checkbox"/> Archeology (0%)	20	<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	30	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	60	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)	20	<input type="checkbox"/> Law (0%)	30	<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	40	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	60
	<input type="checkbox"/> Computer Science (0%)	50	<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	50	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	20
	<input type="checkbox"/> Demolitions (0%)	20	<input type="checkbox"/> Persuade (20%)	50	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	30	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	70			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	50	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=0

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

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INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR	Concealed Kevlar vest - Armour Rating 3 * Reinforced Kevlar vest - Armour Rating 4 * Tactical body armor - Armour Rating 5 * Kevlar helmet - Armour Rating +1 Agency badge and ID card Pistol holster (belt) 2 spare pistol mags (belt pouch) Tactical light Handcuffs (belt pouch) Agency marked windbreaker jacket Encrypted smartphone	Police-band radio with earpiece & throat microphone Small evidence-collection kit * Rugged, encrypted laptop with access to agency networks * First aid kit * Portable fire extinguisher * Spare ammunition
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.		

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	60%		1D4-1				
(b) Medium Pistol	50%	15m	1D10				15
(c) Light Pistol	50%	10m	1D8				7
(d) Light Carbine	50%	100m	1D12 §	3	10%		30
(e)							
(f)							
(g)							

†
* †

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY													
		<table border="1"> <thead> <tr> <th>19. SPECIAL TRAINING</th> <th>SKILL OR STAT USED</th> </tr> </thead> <tbody> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> </tbody> </table>	19. SPECIAL TRAINING	SKILL OR STAT USED											
19. SPECIAL TRAINING	SKILL OR STAT USED														

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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* In car boot damage since last action
 † Ankle holster ‡ Use Lethality rating if firing bursts
 ‡ With holographic sight - +20% bonus to hit as long as shooter has taken no

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL TIPLER, Cullen		2. PROFESSION (RANK IF APPLICABLE) Federal Agent		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Merrillan, WI		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 31 (APR 8)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	16	80	Brawny
	Constitution (CON)	12	60	
	Dexterity (DEX)	12	60	
	Intelligence (INT)	10	50	
	Power (POW)	6	30	Nervous
	Charisma (CHA)	15	75	Outgoing
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		14	
	Willpower Points (WP)		6	
Sanity Points (SAN)		30		
Breaking Point (BP)		24		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE	
		15	
		15	
		15	
	12. MOTIVATIONS AND MENTAL DISORDERS		
	13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted			

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	50	<input type="checkbox"/> Forensics (0%)	30	<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)	20	<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	70
	<input type="checkbox"/> Archeology (0%)	20	<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	20
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	30
			<input type="checkbox"/> HUMINT (10%)	60	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)	30	<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	50	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	40	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	60
	<input type="checkbox"/> Computer Science (0%)	20	<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	50	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	50
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	50	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	50			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	50	<input type="checkbox"/> Psychotherapy (10%)	30	<input type="checkbox"/>	

DB=1

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

THIS IS A WORK OF FICTION

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR								
	Concealed Kevlar vest - Armour Rating 3 * Reinforced Kevlar vest - Armour Rating 4 * Tactical body armor - Armour Rating 5 * Kevlar helmet - Armour Rating +1 Agency badge and ID card Pistol holster (belt) 2 spare pistol mags (belt pouch) Tactical light Handcuffs (belt pouch) Agency marked windbreaker jacket Encrypted smartphone				Police-band radio with earpiece & throat microphone Small evidence-collection kit * Rugged, encrypted laptop with access to agency networks * First aid kit * Portable fire extinguisher * Spare ammunition				
	Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.								
	16.	WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a)	Unarmed	60%		1D4				
	(b)	Medium Pistol	50%	15m	1D10				15
	(c)	Shotgun (shot)	70%	75m	2D8 †				5
	(d)	Shotgun (slug)	50%	75m	2D8 ‡				5
	(e)								
	(f)								
(g)									

*
*

REMARKS	17. PERSONAL DETAILS AND NOTES		18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY	
			19. SPECIAL TRAINING	SKILL OR STAT USED

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

* In car boot
 † Half damage beyond base range
 ‡ Damage reduced to 2D6 beyond base range

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL MANESS, Marisol		2. PROFESSION (RANK IF APPLICABLE) Federal Agent		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Glenwood, AR		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 31 (FEB 3)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES	PSYCHOLOGICAL DATA	11. BONDS	SCORE	
	Strength (STR)	14	70	Brawny			17	
	Constitution (CON)	10	50				17	
	Dexterity (DEX)	8	40	Graceless			17	
	Intelligence (INT)	13	65	Perceptive				
	Power (POW)	10	50					
	Charisma (CHA)	17	85	Captivating				
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT		12. MOTIVATIONS AND MENTAL DISORDERS		
	Hit Points (HP)		12					
	Willpower Points (WP)		10					
Sanity Points (SAN)		50						
Breaking Point (BP)		40						
10. PHYSICAL DESCRIPTION				13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE				
				Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted				

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	60	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	50	<input type="checkbox"/> Forensics (0%)	30	<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	50
	<input type="checkbox"/> Archeology (0%)	20	<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	80	<input type="checkbox"/> Surgery (0%)	20
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)	50	<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)	20	<input type="checkbox"/> Swim (20%)	40
	<input type="checkbox"/> Bureaucracy (10%)	40	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	60
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):	20	<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	50	<input type="checkbox"/> Occult (10%)	30	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	50	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	50			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	50	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

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

DB=1

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR	
	<table style="width:100%; border: none;"> <tr> <td style="width: 50%; border: none; vertical-align: top;"> <p>Concealed Kevlar vest - Armour Rating 3 * Reinforced Kevlar vest - Armour Rating 4 * Tactical body armor - Armour Rating 5 * Kevlar helmet - Armour Rating +1 Agency badge and ID card Pistol holster (belt) 2 spare pistol mags (belt pouch) Tactical light Handcuffs (belt pouch) Agency marked windbreaker jacket Encrypted smartphone</p> </td> <td style="width: 50%; border: none; vertical-align: top;"> <p>Police-band radio with earpiece & throat microphone Small evidence-collection kit * Rugged, encrypted laptop with access to agency networks * First aid kit * Portable fire extinguisher * Spare ammunition</p> </td> </tr> </table>	<p>Concealed Kevlar vest - Armour Rating 3 * Reinforced Kevlar vest - Armour Rating 4 * Tactical body armor - Armour Rating 5 * Kevlar helmet - Armour Rating +1 Agency badge and ID card Pistol holster (belt) 2 spare pistol mags (belt pouch) Tactical light Handcuffs (belt pouch) Agency marked windbreaker jacket Encrypted smartphone</p>
<p>Concealed Kevlar vest - Armour Rating 3 * Reinforced Kevlar vest - Armour Rating 4 * Tactical body armor - Armour Rating 5 * Kevlar helmet - Armour Rating +1 Agency badge and ID card Pistol holster (belt) 2 spare pistol mags (belt pouch) Tactical light Handcuffs (belt pouch) Agency marked windbreaker jacket Encrypted smartphone</p>	<p>Police-band radio with earpiece & throat microphone Small evidence-collection kit * Rugged, encrypted laptop with access to agency networks * First aid kit * Portable fire extinguisher * Spare ammunition</p>	

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

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	60%		1D4				
(b) Medium Pistol	50%	15m	1D10				15
(c) Shotgun (shot)	70%	75m	2D8 †				5 *
(d) Shotgun (slug)	50%	75m	2D8 ‡				5 *
(e)							
(f)							
(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY
		19. SPECIAL TRAINING
		SKILL OR STAT USED
Please indicate why this agent was recruited and why the agent agreed to be recruited.		

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL PUTT, Austen		2. PROFESSION (RANK IF APPLICABLE) Federal Agent		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Comfort, WV		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 36 (JAN 5)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	13	65	Brawny
	Constitution (CON)	11	55	
	Dexterity (DEX)	12	60	
	Intelligence (INT)	13	65	Quick witted
	Power (POW)	12	60	
	Charisma (CHA)	11	55	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		12	
	Willpower Points (WP)		12	
Sanity Points (SAN)		60		
Breaking Point (BP)		48		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		11
		11
		11
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	50	<input type="checkbox"/> Forensics (0%)	30	<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	50
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):	20	<input type="checkbox"/> History (10%)	30	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	60	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)	30	<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	40	<input type="checkbox"/> Melee Weapons (30%)	50	<input type="checkbox"/> Unarmed Combat (40%)	60
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):	20	<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	70	<input type="checkbox"/> Occult (10%)	30	<input type="checkbox"/>	70
	<input type="checkbox"/> Demolitions (0%)	20	<input type="checkbox"/> Persuade (20%)	50	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	50			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	50	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=1

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

INJURIES

14. WOUNDS AND AILMENTS

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

EQUIPMENT

15. ARMOR AND GEAR

Concealed Kevlar vest - Armour Rating 3
 * Reinforced Kevlar vest - Armour Rating 4
 * Tactical body armor - Armour Rating 5
 * Kevlar helmet - Armour Rating +1
 Agency badge and ID card
 Pistol holster (belt)
 2 spare pistol mags (belt pouch)
 Tactical light
 Handcuffs (belt pouch)
 Agency marked windbreaker jacket
 Encrypted smartphone

Police-band radio with earpiece & throat microphone
 Small evidence-collection kit
 * Rugged, encrypted laptop with access to agency networks
 * First aid kit
 * Portable fire extinguisher
 * Spare ammunition

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

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	60%		1D4				
(b) Medium Pistol	50%	15m	1D10				15
(c) Light Pistol	50%	10m	1D8				7
(d) Light Carbine	50%	100m	1D12 §	3	10%		30
(e)							
(f)							
(g)							

† * †

REMARKS

17. PERSONAL DETAILS AND NOTES

18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY

19. SPECIAL TRAINING	SKILL OR STAT USED

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER

21. AGENT SIGNATURE

* In car boot damage since last action
 † Ankle holster ‡ Use Lethality rating if firing bursts
 ‡ With holographic sight - +20% bonus to hit as long as shooter has taken no

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DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL REDRICK, Tracy		2. PROFESSION (RANK IF APPLICABLE) Federal Agent		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Rockville, NE		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 46 (JAN 28)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	17	85	Strapping
	Constitution (CON)	8	40	Frail
	Dexterity (DEX)	10	50	
	Intelligence (INT)	14	70	Canny
	Power (POW)	10	50	
	Charisma (CHA)	13	65	Prepossessing
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		12	
	Willpower Points (WP)		10	
Sanity Points (SAN)		50		
Breaking Point (BP)		40		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		13
		13
		13
12. MOTIVATIONS AND MENTAL DISORDERS		
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	30	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	50	<input type="checkbox"/> Forensics (0%)	30	<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)	20	<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	50
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)	50	<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	30	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	60	<input type="checkbox"/> Surgery (0%)	20
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)	30	<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	40
	<input type="checkbox"/> Bureaucracy (10%)	40	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	60
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	30	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	50	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	50	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	50	<input type="checkbox"/> Pilot (0%):	20	<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	50			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	50	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=2

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

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INJURIES

14. WOUNDS AND AILMENTS

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

EQUIPMENT

15. ARMOR AND GEAR

Concealed Kevlar vest - Armour Rating 3
 * Reinforced Kevlar vest - Armour Rating 4
 * Tactical body armor - Armour Rating 5
 * Kevlar helmet - Armour Rating +1
 Agency badge and ID card
 Pistol holster (belt)
 2 spare pistol mags (belt pouch)
 Tactical light
 Handcuffs (belt pouch)
 Agency marked windbreaker jacket
 Encrypted smartphone

Police-band radio with earpiece & throat microphone
 Small evidence-collection kit
 * Rugged, encrypted laptop with access to agency networks
 * First aid kit
 * Portable fire extinguisher
 * Spare ammunition

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

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	60%		1D4+1				
(b) Medium Pistol	50%	15m	1D10				15
(c) Light Pistol	50%	10m	1D8				7
(d) Light Carbine	50%	100m	1D12 §	3	10%		30
(e)							
(f)							
(g)							

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* †

REMARKS

17. PERSONAL DETAILS AND NOTES

18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY

19. SPECIAL TRAINING	SKILL OR STAT USED

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER

21. AGENT SIGNATURE

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL UTZ, Riley		2. PROFESSION (RANK IF APPLICABLE) Federal Agent		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Murfreesboro, NC		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 33 (MAR 21)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	15	75	Tough
	Constitution (CON)	12	60	
	Dexterity (DEX)	11	55	
	Intelligence (INT)	14	70	Crafty
	Power (POW)	10	50	
	Charisma (CHA)	10	50	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		14	
	Willpower Points (WP)		10	
Sanity Points (SAN)		50		
Breaking Point (BP)		40		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		10
		10
		10
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	30	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	70	<input type="checkbox"/> Forensics (0%)	30	<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	50
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	30	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	60	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)	50	<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	50	<input type="checkbox"/> Medicine (0%)	20	<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	40	<input type="checkbox"/> Melee Weapons (30%)	50	<input type="checkbox"/> Unarmed Combat (40%)	60
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	30	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	50	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	50	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)	50	<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	50			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	50	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=1

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

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR								
	Concealed Kevlar vest - Armour Rating 3 * Reinforced Kevlar vest - Armour Rating 4 * Tactical body armor - Armour Rating 5 * Kevlar helmet - Armour Rating +1 Agency badge and ID card Pistol holster (belt) 2 spare pistol mags (belt pouch) Tactical light Handcuffs (belt pouch) Agency marked windbreaker jacket Encrypted smartphone				Police-band radio with earpiece & throat microphone Small evidence-collection kit * Rugged, encrypted laptop with access to agency networks * First aid kit * Portable fire extinguisher * Spare ammunition				
	Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.								
	16.	WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a)	Unarmed	60%		1D4				
	(b)	Medium Pistol	50%	15m	1D10				15
	(c)	Light Pistol	50%	10m	1D8				7
	(d)	Light Carbine	50%	100m	1D12 §	3	10%		30
	(e)								
	(f)								
(g)									

†
* †

REMARKS	17. PERSONAL DETAILS AND NOTES		18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY	
			19. SPECIAL TRAINING	SKILL OR STAT USED
	Please indicate why this agent was recruited and why the agent agreed to be recruited.			

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20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL BRUCE, Nakita		2. PROFESSION (RANK IF APPLICABLE) Federal Agent		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Youngstown, OH		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 25 (JAN 14)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	17	85	Huge
	Constitution (CON)	8	40	Unfit
	Dexterity (DEX)	10	50	
	Intelligence (INT)	13	65	Astute
	Power (POW)	14	70	Calm
	Charisma (CHA)	10	50	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		12	
	Willpower Points (WP)		14	
Sanity Points (SAN)		70		
Breaking Point (BP)		56		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		10
		10
		10
12. MOTIVATIONS AND MENTAL DISORDERS		
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	50	<input type="checkbox"/> Forensics (0%)	30	<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	30	<input type="checkbox"/> Search (20%)	50
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)	20	<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	60	<input type="checkbox"/> Surgery (0%)	20
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)	30	<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)	20	<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	40	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	60
	<input type="checkbox"/> Computer Science (0%)	70	<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	30	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	50	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	50	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	30	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	50			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	70	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=2

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

THIS IS A WORK OF FICTION

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR	
	<table style="width:100%; border: none;"> <tr> <td style="width: 50%; border: none; vertical-align: top;"> <p>Concealed Kevlar vest - Armour Rating 3 * Reinforced Kevlar vest - Armour Rating 4 * Tactical body armor - Armour Rating 5 * Kevlar helmet - Armour Rating +1 Agency badge and ID card Pistol holster (belt) 2 spare pistol mags (belt pouch) Tactical light Handcuffs (belt pouch) Agency marked windbreaker jacket Encrypted smartphone</p> </td> <td style="width: 50%; border: none; vertical-align: top;"> <p>Police-band radio with earpiece & throat microphone Small evidence-collection kit * Rugged, encrypted laptop with access to agency networks * First aid kit * Portable fire extinguisher * Spare ammunition</p> </td> </tr> </table>	<p>Concealed Kevlar vest - Armour Rating 3 * Reinforced Kevlar vest - Armour Rating 4 * Tactical body armor - Armour Rating 5 * Kevlar helmet - Armour Rating +1 Agency badge and ID card Pistol holster (belt) 2 spare pistol mags (belt pouch) Tactical light Handcuffs (belt pouch) Agency marked windbreaker jacket Encrypted smartphone</p>
<p>Concealed Kevlar vest - Armour Rating 3 * Reinforced Kevlar vest - Armour Rating 4 * Tactical body armor - Armour Rating 5 * Kevlar helmet - Armour Rating +1 Agency badge and ID card Pistol holster (belt) 2 spare pistol mags (belt pouch) Tactical light Handcuffs (belt pouch) Agency marked windbreaker jacket Encrypted smartphone</p>	<p>Police-band radio with earpiece & throat microphone Small evidence-collection kit * Rugged, encrypted laptop with access to agency networks * First aid kit * Portable fire extinguisher * Spare ammunition</p>	

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

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	60%		1D4+1				
(b) Medium Pistol	70%	15m	1D10				15
(c) Light Pistol	70%	10m	1D8				7
(d) Light Carbine	70%	100m	1D12 §	3	10%		30
(e)							
(f)							
(g)							

†
* †

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY													
	<table border="1" style="width:100%; border-collapse: collapse;"> <thead> <tr> <th style="width: 50%;">19. SPECIAL TRAINING</th> <th style="width: 50%;">SKILL OR STAT USED</th> </tr> </thead> <tbody> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> </tbody> </table>		19. SPECIAL TRAINING	SKILL OR STAT USED											
19. SPECIAL TRAINING	SKILL OR STAT USED														

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
-------------------------	---------------------

THIS IS A WORK OF FICTION

* In car boot
 † Ankle holster
 ‡ With holographic sight - +20% bonus to hit as long as shooter has taken no damage since last action
 § Use Lethality rating if firing bursts

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL SMOOT, Angelo		2. PROFESSION (RANK IF APPLICABLE) Federal Agent		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Forestburgh, NY		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 50 (SEP 26)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	10	50	
	Constitution (CON)	14	70	Resistant
	Dexterity (DEX)	17	85	Razor sharp
	Intelligence (INT)	8	40	Shallow
	Power (POW)	13	65	Stoic
	Charisma (CHA)	10	50	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		12	
	Willpower Points (WP)		13	
Sanity Points (SAN)		65		
Breaking Point (BP)		52		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		10
		10
		10
12. MOTIVATIONS AND MENTAL DISORDERS		
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	60	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	50	<input type="checkbox"/> Forensics (0%)	30	<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	70
	<input type="checkbox"/> Archeology (0%)	20	<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	30
			<input type="checkbox"/> HUMINT (10%)	60	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)	20	<input type="checkbox"/> Law (0%)	30	<input type="checkbox"/> Survival (10%)	30
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)	20	<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	40	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	60
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	50	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	20
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	50	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	50			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	50	<input type="checkbox"/> Psychotherapy (10%)	30	<input type="checkbox"/>	

DB=0

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

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR Concealed Kevlar vest - Armour Rating 3 * Reinforced Kevlar vest - Armour Rating 4 * Tactical body armor - Armour Rating 5 * Kevlar helmet - Armour Rating +1 Agency badge and ID card Pistol holster (belt) 2 spare pistol mags (belt pouch) Tactical light Handcuffs (belt pouch) Agency marked windbreaker jacket Encrypted smartphone	Police-band radio with earpiece & throat microphone Small evidence-collection kit * Rugged, encrypted laptop with access to agency networks * First aid kit * Portable fire extinguisher * Spare ammunition
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Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	60%		1D4-1				
(b) Medium Pistol	50%	15m	1D10				15
(c) Light Carbine	50%	100m	1D12 †	3	10%		30
(d)							
(e)							
(f)							
(g)							

* †

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY													
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19. SPECIAL TRAINING	SKILL OR STAT USED														

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

* In car boot

† Use Lethality rating if firing bursts

† With holographic sight - +20% bonus to hit as long as shooter has taken no damage since last action

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL HUMBERT, Vanessa		2. PROFESSION (RANK IF APPLICABLE) Federal Agent		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Franklin, PA		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 49 (JUL 25)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	11	55	
	Constitution (CON)	13	65	Resistant
	Dexterity (DEX)	13	65	Deft
	Intelligence (INT)	11	55	
	Power (POW)	12	60	
	Charisma (CHA)	12	60	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		12	
	Willpower Points (WP)		12	
Sanity Points (SAN)		60		
Breaking Point (BP)		48		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		12
		12
		12
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	50	<input type="checkbox"/> Forensics (0%)	50	<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	50
	<input type="checkbox"/> Archeology (0%)	20	<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	20
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	60	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)	30	<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	40
	<input type="checkbox"/> Bureaucracy (10%)	40	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	60
	<input type="checkbox"/> Computer Science (0%)	50	<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	70	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	20
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	50	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):	20	<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	70			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	50	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=0

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

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR Concealed Kevlar vest - Armour Rating 3 * Reinforced Kevlar vest - Armour Rating 4 * Tactical body armor - Armour Rating 5 * Kevlar helmet - Armour Rating +1 Agency badge and ID card Pistol holster (belt) 2 spare pistol mags (belt pouch) Tactical light Handcuffs (belt pouch) Agency marked windbreaker jacket Encrypted smartphone	Police-band radio with earpiece & throat microphone Small evidence-collection kit * Rugged, encrypted laptop with access to agency networks * First aid kit * Portable fire extinguisher * Spare ammunition
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Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	60%		1D4-1				
(b) Medium Pistol	50%	15m	1D10				15
(c) Light Carbine	50%	100m	1D12 †	3	10%		30
(d)							
(e)							
(f)							
(g)							

* †

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY													
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19. SPECIAL TRAINING	SKILL OR STAT USED														

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

* In car boot

† Use Lethality rating if firing bursts

† With holographic sight - +20% bonus to hit as long as shooter has taken no damage since last action

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL CALDERON, Austen		2. PROFESSION (RANK IF APPLICABLE) Federal Agent		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) St George, UT		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 48 (JUN 4)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	17	85	Huge
	Constitution (CON)	13	65	Resistant
	Dexterity (DEX)	10	50	
	Intelligence (INT)	8	40	Slow
	Power (POW)	14	70	Forbearing
	Charisma (CHA)	10	50	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		15	
	Willpower Points (WP)		14	
Sanity Points (SAN)		70		
Breaking Point (BP)		56		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		10
		10
		10
12. MOTIVATIONS AND MENTAL DISORDERS		
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	60	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	50	<input type="checkbox"/> Forensics (0%)	30	<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)	20	<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	70
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	60	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)	30	<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	50	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	60	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	80
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):	20	<input type="checkbox"/> Navigate (10%)	30	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	50	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	50	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	50	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	50			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	50	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=2

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

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR								
	Concealed Kevlar vest - Armour Rating 3 * Reinforced Kevlar vest - Armour Rating 4 * Tactical body armor - Armour Rating 5 * Kevlar helmet - Armour Rating +1 Agency badge and ID card Pistol holster (belt) 2 spare pistol mags (belt pouch) Tactical light Handcuffs (belt pouch) Agency marked windbreaker jacket Encrypted smartphone				Police-band radio with earpiece & throat microphone Small evidence-collection kit * Rugged, encrypted laptop with access to agency networks * First aid kit * Portable fire extinguisher * Spare ammunition				
	Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.								
	16.	WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a)	Unarmed	80%		1D4+1				
	(b)	Medium Pistol	50%	15m	1D10				15
	(c)	Shotgun (shot)	70%	75m	2D8 †				5
	(d)	Shotgun (slug)	50%	75m	2D8 ‡				5
(e)									
(f)									
(g)									

REMARKS	17. PERSONAL DETAILS AND NOTES		18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY	
			19. SPECIAL TRAINING	SKILL OR STAT USED

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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* In car boot
 † Half damage beyond base range
 ‡ Damage reduced to 2D6 beyond base range

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DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL ROGOWSKI, Christal		2. PROFESSION (RANK IF APPLICABLE) Federal Agent		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Show Low, AZ		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 45 (SEP 9)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	13	65	Sturdy
	Constitution (CON)	8	40	Unwell
	Dexterity (DEX)	14	70	Slick
	Intelligence (INT)	10	50	
	Power (POW)	10	50	
	Charisma (CHA)	17	85	Hypnotic
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		10	
	Willpower Points (WP)		10	
Sanity Points (SAN)		50		
Breaking Point (BP)		40		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE	
		17	
		17	
		17	
	12. MOTIVATIONS AND MENTAL DISORDERS		
	13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted			

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	30
	<input type="checkbox"/> Alertness (20%)	50	<input type="checkbox"/> Forensics (0%)	30	<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)	20	<input type="checkbox"/> Heavy Machinery (10%)	30	<input type="checkbox"/> Search (20%)	50
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)	70	<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	60	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)	30	<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	40	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	60
	<input type="checkbox"/> Computer Science (0%)	20	<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	30	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	50	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	50	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	50	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	50			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	50	<input type="checkbox"/> Psychotherapy (10%)	30	<input type="checkbox"/>	

DB=1

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

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR Concealed Kevlar vest - Armour Rating 3 * Reinforced Kevlar vest - Armour Rating 4 * Tactical body armor - Armour Rating 5 * Kevlar helmet - Armour Rating +1 Agency badge and ID card Pistol holster (belt) 2 spare pistol mags (belt pouch) Tactical light Handcuffs (belt pouch) Agency marked windbreaker jacket Encrypted smartphone	Police-band radio with earpiece & throat microphone Small evidence-collection kit * Rugged, encrypted laptop with access to agency networks * First aid kit * Portable fire extinguisher * Spare ammunition
	Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.	

16.	WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a)	Unarmed	60%		1D4				
(b)	Medium Pistol	50%	15m	1D10				15
(c)	Light Pistol	50%	10m	1D8				7
(d)	Light Carbine	50%	100m	1D12 §	3	10%		30
(e)								
(f)								
(g)								

†
* †

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY													
	<table border="1" style="width:100%; border-collapse: collapse;"> <thead> <tr> <th style="width:50%;">19. SPECIAL TRAINING</th> <th style="width:50%;">SKILL OR STAT USED</th> </tr> </thead> <tbody> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> </tbody> </table>		19. SPECIAL TRAINING	SKILL OR STAT USED											
19. SPECIAL TRAINING	SKILL OR STAT USED														
Please indicate why this agent was recruited and why the agent agreed to be recruited.															

THIS IS A WORK OF FICTION

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL THIBEAULT, Ahmad		2. PROFESSION (RANK IF APPLICABLE) Federal Agent		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Sound Beach, NY		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 40 (MAR 25)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	11	55	
	Constitution (CON)	10	50	
	Dexterity (DEX)	12	60	
	Intelligence (INT)	15	75	Canny
	Power (POW)	10	50	
	Charisma (CHA)	14	70	Affable
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		10	
	Willpower Points (WP)		10	
Sanity Points (SAN)		50		
Breaking Point (BP)		40		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE	
		14	
		14	
		14	
	12. MOTIVATIONS AND MENTAL DISORDERS		
	13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	70	<input type="checkbox"/> Forensics (0%)	30	<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	50
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	60	<input type="checkbox"/> Surgery (0%)	20
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)	30	<input type="checkbox"/> Survival (10%)	30
	<input type="checkbox"/> Athletics (30%)	50	<input type="checkbox"/> Medicine (0%)	20	<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	40	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	60
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	50	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	50	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	30	<input type="checkbox"/> Pharmacy (0%)	50	<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	50	<input type="checkbox"/> Pilot (0%):	20	<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	50			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	50	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=0

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

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR	
	<table style="width:100%; border: none;"> <tr> <td style="width: 50%; border: none; vertical-align: top;"> <p>Concealed Kevlar vest - Armour Rating 3 * Reinforced Kevlar vest - Armour Rating 4 * Tactical body armor - Armour Rating 5 * Kevlar helmet - Armour Rating +1 Agency badge and ID card Pistol holster (belt) 2 spare pistol mags (belt pouch) Tactical light Handcuffs (belt pouch) Agency marked windbreaker jacket Encrypted smartphone</p> </td> <td style="width: 50%; border: none; vertical-align: top;"> <p>Police-band radio with earpiece & throat microphone Small evidence-collection kit * Rugged, encrypted laptop with access to agency networks * First aid kit * Portable fire extinguisher * Spare ammunition</p> </td> </tr> </table>	<p>Concealed Kevlar vest - Armour Rating 3 * Reinforced Kevlar vest - Armour Rating 4 * Tactical body armor - Armour Rating 5 * Kevlar helmet - Armour Rating +1 Agency badge and ID card Pistol holster (belt) 2 spare pistol mags (belt pouch) Tactical light Handcuffs (belt pouch) Agency marked windbreaker jacket Encrypted smartphone</p>
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Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	60%		1D4-1				
(b) Medium Pistol	50%	15m	1D10				15
(c) Light Pistol	50%	10m	1D8				7
(d) Light Carbine	50%	100m	1D12 §	3	10%		30
(e)							
(f)							
(g)							

†
* †

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY													
	<table border="1" style="width:100%; border-collapse: collapse;"> <thead> <tr> <th style="width: 50%;">19. SPECIAL TRAINING</th> <th style="width: 50%;">SKILL OR STAT USED</th> </tr> </thead> <tbody> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> </tbody> </table>		19. SPECIAL TRAINING	SKILL OR STAT USED											
19. SPECIAL TRAINING	SKILL OR STAT USED														

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

* In car boot
 † Ankle holster
 ‡ With holographic sight - +20% bonus to hit as long as shooter has taken no damage since last action
 § Use Lethality rating if firing bursts

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL SINGER, Lucinda		2. PROFESSION (RANK IF APPLICABLE) Federal Agent		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Bryce Canyon, UT		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 41 (JUN 3)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	10	50	
	Constitution (CON)	17	85	Indefatigable
	Dexterity (DEX)	10	50	
	Intelligence (INT)	13	65	Quick witted
	Power (POW)	14	70	Calm
	Charisma (CHA)	8	40	Inhibited
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		14	
	Willpower Points (WP)		14	
Sanity Points (SAN)		70		
Breaking Point (BP)		56		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE	
		8	
		8	
		8	
	12. MOTIVATIONS AND MENTAL DISORDERS		
	13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted			

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	50	<input type="checkbox"/> Forensics (0%)	30	<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	50
	<input type="checkbox"/> Archeology (0%)	20	<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	20
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	60	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)	20	<input type="checkbox"/> Law (0%)	30	<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	40	<input type="checkbox"/> Melee Weapons (30%)	50	<input type="checkbox"/> Unarmed Combat (40%)	60
	<input type="checkbox"/> Computer Science (0%)	20	<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	50	<input type="checkbox"/> Occult (10%)	30	<input type="checkbox"/>	50
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	50	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):	20	<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	70			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	50	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=0

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

THIS IS A WORK OF FICTION

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR Concealed Kevlar vest - Armour Rating 3 * Reinforced Kevlar vest - Armour Rating 4 * Tactical body armor - Armour Rating 5 * Kevlar helmet - Armour Rating +1 Agency badge and ID card Pistol holster (belt) 2 spare pistol mags (belt pouch) Tactical light Handcuffs (belt pouch) Agency marked windbreaker jacket Encrypted smartphone	Police-band radio with earpiece & throat microphone Small evidence-collection kit * Rugged, encrypted laptop with access to agency networks * First aid kit * Portable fire extinguisher * Spare ammunition
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Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	60%		1D4-1				
(b) Medium Pistol	50%	15m	1D10				15
(c) Light Carbine	50%	100m	1D12 †	3	10%		30
(d)							
(e)							
(f)							
(g)							

* †

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY													
		<table border="1" style="width:100%; border-collapse: collapse;"> <thead> <tr> <th style="width: 60%;">19. SPECIAL TRAINING</th> <th style="width: 40%;">SKILL OR STAT USED</th> </tr> </thead> <tbody> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> </tbody> </table>	19. SPECIAL TRAINING	SKILL OR STAT USED											
19. SPECIAL TRAINING	SKILL OR STAT USED														

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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* In car boot

† Use Lethality rating if firing bursts

† With holographic sight - +20% bonus to hit as long as shooter has taken no damage since last action

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL HARE, Hugh		2. PROFESSION (RANK IF APPLICABLE) Federal Agent		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Lakeside, VA		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 44 (DEC 24)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	10	50	
	Constitution (CON)	12	60	
	Dexterity (DEX)	15	75	Deft
	Intelligence (INT)	10	50	
	Power (POW)	11	55	
	Charisma (CHA)	14	70	Outgoing
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		11	
	Willpower Points (WP)		11	
Sanity Points (SAN)		55		
Breaking Point (BP)		44		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		14
		14
		14
12. MOTIVATIONS AND MENTAL DISORDERS		
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	50	<input type="checkbox"/> Forensics (0%)	50	<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	30	<input type="checkbox"/> Search (20%)	50
	<input type="checkbox"/> Archeology (0%)	20	<input type="checkbox"/> Heavy Weapons (0%)	50	<input type="checkbox"/> SIGINT (0%)	20
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	60	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)	30	<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	40
	<input type="checkbox"/> Bureaucracy (10%)	40	<input type="checkbox"/> Melee Weapons (30%)	50	<input type="checkbox"/> Unarmed Combat (40%)	60
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):	20	<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	50	<input type="checkbox"/> Occult (10%)	30	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	50	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	50			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	50	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=0

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INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR	
	<table style="width:100%; border: none;"> <tr> <td style="width: 50%; border: none; vertical-align: top;"> <p>Concealed Kevlar vest - Armour Rating 3 * Reinforced Kevlar vest - Armour Rating 4 * Tactical body armor - Armour Rating 5 * Kevlar helmet - Armour Rating +1 Agency badge and ID card Pistol holster (belt) 2 spare pistol mags (belt pouch) Tactical light Handcuffs (belt pouch) Agency marked windbreaker jacket Encrypted smartphone</p> </td> <td style="width: 50%; border: none; vertical-align: top;"> <p>Police-band radio with earpiece & throat microphone Small evidence-collection kit * Rugged, encrypted laptop with access to agency networks * First aid kit * Portable fire extinguisher * Spare ammunition</p> </td> </tr> </table>	<p>Concealed Kevlar vest - Armour Rating 3 * Reinforced Kevlar vest - Armour Rating 4 * Tactical body armor - Armour Rating 5 * Kevlar helmet - Armour Rating +1 Agency badge and ID card Pistol holster (belt) 2 spare pistol mags (belt pouch) Tactical light Handcuffs (belt pouch) Agency marked windbreaker jacket Encrypted smartphone</p>
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Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	60%		1D4-1				
(b) Medium Pistol	50%	15m	1D10				15
(c) Light Pistol	50%	10m	1D8				7
(d) Light Carbine	50%	100m	1D12 §	3	10%		30
(e)							
(f)							
(g)							

†
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	<table border="1" style="width:100%; border-collapse: collapse;"> <thead> <tr> <th style="width: 50%;">19. SPECIAL TRAINING</th> <th style="width: 50%;">SKILL OR STAT USED</th> </tr> </thead> <tbody> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> </tbody> </table>		19. SPECIAL TRAINING	SKILL OR STAT USED											
19. SPECIAL TRAINING	SKILL OR STAT USED														

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20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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* In car boot
 † Ankle holster
 ‡ With holographic sight - +20% bonus to hit as long as shooter has taken no

damage since last action
 § Use Lethality rating if firing bursts

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL FRANCE, Clare		2. PROFESSION (RANK IF APPLICABLE) Federal Agent		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Old Appleton, MO		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 27 (SEP 23)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	11	55	
	Constitution (CON)	16	80	Resistant
	Dexterity (DEX)	14	70	Nimble
	Intelligence (INT)	12	60	
	Power (POW)	15	75	Brave
	Charisma (CHA)	16	80	Outgoing
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		14	
	Willpower Points (WP)		15	
Sanity Points (SAN)		75		
Breaking Point (BP)		60		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		16
		16
		16
12. MOTIVATIONS AND MENTAL DISORDERS		
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	30
	<input type="checkbox"/> Alertness (20%)	50	<input type="checkbox"/> Forensics (0%)	30	<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	70
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	60	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)	20	<input type="checkbox"/> Law (0%)	30	<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	40	<input type="checkbox"/> Melee Weapons (30%)	50	<input type="checkbox"/> Unarmed Combat (40%)	60
	<input type="checkbox"/> Computer Science (0%)	50	<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	30	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	70	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)	20	<input type="checkbox"/> Persuade (20%)	70	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	50			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	50	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=0

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THIS IS A WORK OF FICTION

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR	
	<table style="width:100%; border: none;"> <tr> <td style="width: 50%; border: none; vertical-align: top;"> <p>Concealed Kevlar vest - Armour Rating 3 * Reinforced Kevlar vest - Armour Rating 4 * Tactical body armor - Armour Rating 5 * Kevlar helmet - Armour Rating +1 Agency badge and ID card Pistol holster (belt) 2 spare pistol mags (belt pouch) Tactical light Handcuffs (belt pouch) Agency marked windbreaker jacket Encrypted smartphone</p> </td> <td style="width: 50%; border: none; vertical-align: top;"> <p>Police-band radio with earpiece & throat microphone Small evidence-collection kit * Rugged, encrypted laptop with access to agency networks * First aid kit * Portable fire extinguisher * Spare ammunition</p> </td> </tr> </table>	<p>Concealed Kevlar vest - Armour Rating 3 * Reinforced Kevlar vest - Armour Rating 4 * Tactical body armor - Armour Rating 5 * Kevlar helmet - Armour Rating +1 Agency badge and ID card Pistol holster (belt) 2 spare pistol mags (belt pouch) Tactical light Handcuffs (belt pouch) Agency marked windbreaker jacket Encrypted smartphone</p>
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16.	WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a)	Unarmed	60%		1D4-1				
(b)	Medium Pistol	50%	15m	1D10				15
(c)	Light Pistol	50%	10m	1D8				7
(d)	Light Carbine	50%	100m	1D12 §	3	10%		30
(e)								
(f)								
(g)								

†
* †

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY													
		<table border="1" style="width:100%; border-collapse: collapse;"> <tr> <th style="width: 50%;">19. SPECIAL TRAINING</th> <th style="width: 50%;">SKILL OR STAT USED</th> </tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> </table>	19. SPECIAL TRAINING	SKILL OR STAT USED											
19. SPECIAL TRAINING	SKILL OR STAT USED														

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
-------------------------	---------------------

THIS IS A WORK OF FICTION

* In car boot
 † Ankle holster
 ‡ With holographic sight - +20% bonus to hit as long as shooter has taken no damage since last action
 § Use Lethality rating if firing bursts

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL KANG, Harvey		2. PROFESSION (RANK IF APPLICABLE) Federal Agent		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Murdo, SD		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 47 (JAN 15)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	14	70	Sturdy
	Constitution (CON)	12	60	
	Dexterity (DEX)	10	50	
	Intelligence (INT)	10	50	
	Power (POW)	15	75	Strong-willed
	Charisma (CHA)	11	55	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		13	
	Willpower Points (WP)		15	
Sanity Points (SAN)		75		
Breaking Point (BP)		60		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE	
		11	
		11	
		11	
	12. MOTIVATIONS AND MENTAL DISORDERS		
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE			
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted			

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	50	<input type="checkbox"/> Forensics (0%)	30	<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	30	<input type="checkbox"/> Search (20%)	50
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)	50	<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	60	<input type="checkbox"/> Surgery (0%)	20
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)	30	<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	50	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	40
	<input type="checkbox"/> Bureaucracy (10%)	40	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	80
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):	20	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	50	<input type="checkbox"/> Occult (10%)	30	<input type="checkbox"/>	20
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	50	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	50			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	50	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=1

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

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR Concealed Kevlar vest - Armour Rating 3 * Reinforced Kevlar vest - Armour Rating 4 * Tactical body armor - Armour Rating 5 * Kevlar helmet - Armour Rating +1 Agency badge and ID card Pistol holster (belt) 2 spare pistol mags (belt pouch) Tactical light Handcuffs (belt pouch) Agency marked windbreaker jacket Encrypted smartphone	Police-band radio with earpiece & throat microphone Small evidence-collection kit * Rugged, encrypted laptop with access to agency networks * First aid kit * Portable fire extinguisher * Spare ammunition
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Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	80%		1D4				
(b) Medium Pistol	50%	15m	1D10				15
(c) Light Pistol	50%	10m	1D8				7
(d) Shotgun (shot)	70%	75m	2D8 †				5
(e) Shotgun (slug)	50%	75m	2D8 §				5
(f)							
(g)							

† * *

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY													
		<table border="1" style="width:100%; border-collapse: collapse;"> <tr> <th style="width: 50%;">19. SPECIAL TRAINING</th> <th style="width: 50%;">SKILL OR STAT USED</th> </tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> </table>	19. SPECIAL TRAINING	SKILL OR STAT USED											
19. SPECIAL TRAINING	SKILL OR STAT USED														

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
-------------------------	---------------------

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* In car boot range
 † Ankle holster
 ‡ Half damage beyond base range
 § Damage reduced to 2D6 beyond base

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL PRINGLE, Claire		2. PROFESSION (RANK IF APPLICABLE) Federal Agent		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) North Blenheim, NY		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 30 (AUG 15)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	12	60	
	Constitution (CON)	16	80	Perfect health
	Dexterity (DEX)	15	75	Nimble
	Intelligence (INT)	9	45	
	Power (POW)	14	70	Unflinching
	Charisma (CHA)	11	55	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		14	
	Willpower Points (WP)		14	
Sanity Points (SAN)		70		
Breaking Point (BP)		56		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		11
		11
		11
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	30	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	50	<input type="checkbox"/> Forensics (0%)	30	<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	70
	<input type="checkbox"/> Archeology (0%)	20	<input type="checkbox"/> Heavy Weapons (0%)	70	<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	30	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	60	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)	50	<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	60	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	60
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):	20	<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	50	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	50	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	50			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	50	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=0

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

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR Concealed Kevlar vest - Armour Rating 3 * Reinforced Kevlar vest - Armour Rating 4 * Tactical body armor - Armour Rating 5 * Kevlar helmet - Armour Rating +1 Agency badge and ID card Pistol holster (belt) 2 spare pistol mags (belt pouch) Tactical light Handcuffs (belt pouch) Agency marked windbreaker jacket Encrypted smartphone	Police-band radio with earpiece & throat microphone Small evidence-collection kit * Rugged, encrypted laptop with access to agency networks * First aid kit * Portable fire extinguisher * Spare ammunition
	Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.	

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	60%		1D4-1				
(b) Medium Pistol	50%	15m	1D10				15
(c) Light Pistol	50%	10m	1D8				7
(d) Light Carbine	50%	100m	1D12 §	3	10%		30
(e)							
(f)							
(g)							

†
* †

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY													
	<table border="1" style="width:100%; border-collapse: collapse;"> <thead> <tr> <th style="width:50%;">19. SPECIAL TRAINING</th> <th style="width:50%;">SKILL OR STAT USED</th> </tr> </thead> <tbody> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> </tbody> </table>		19. SPECIAL TRAINING	SKILL OR STAT USED											
19. SPECIAL TRAINING	SKILL OR STAT USED														

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
-------------------------	---------------------

THIS IS A WORK OF FICTION

* In car boot
 † Ankle holster
 ‡ With holographic sight - +20% bonus to hit as long as shooter has taken no

damage since last action
 § Use Lethality rating if firing bursts

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL VANATTA, Efrain		2. PROFESSION (RANK IF APPLICABLE) Federal Agent		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Assawoman, VA		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 49 (DEC 16)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	11	55	
	Constitution (CON)	10	50	
	Dexterity (DEX)	15	75	Quick footed
	Intelligence (INT)	12	60	
	Power (POW)	10	50	
	Charisma (CHA)	14	70	Charming
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		10	
	Willpower Points (WP)		10	
Sanity Points (SAN)		50		
Breaking Point (BP)		40		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		14
		14
		14
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	50	<input type="checkbox"/> Forensics (0%)	30	<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	50
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)	50	<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):	20	<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	60	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)	30	<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	40
	<input type="checkbox"/> Bureaucracy (10%)	60	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	60
	<input type="checkbox"/> Computer Science (0%)	20	<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	30	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	50	<input type="checkbox"/> Occult (10%)	30	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	50	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	70			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	50	<input type="checkbox"/> Psychotherapy (10%)	30	<input type="checkbox"/>	

DB=0

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

THIS IS A WORK OF FICTION

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR								
	Concealed Kevlar vest - Armour Rating 3 * Reinforced Kevlar vest - Armour Rating 4 * Tactical body armor - Armour Rating 5 * Kevlar helmet - Armour Rating +1 Agency badge and ID card Pistol holster (belt) 2 spare pistol mags (belt pouch) Tactical light Handcuffs (belt pouch) Agency marked windbreaker jacket Encrypted smartphone				Police-band radio with earpiece & throat microphone Small evidence-collection kit * Rugged, encrypted laptop with access to agency networks * First aid kit * Portable fire extinguisher * Spare ammunition				
	Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.								
	16.	WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a)	Unarmed	60%		1D4-1				
	(b)	Medium Pistol	50%	15m	1D10				15
	(c)	Shotgun (shot)	70%	75m	2D8 †				5 *
	(d)	Shotgun (slug)	50%	75m	2D8 ‡				5 *
	(e)								
	(f)								
(g)									

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY	
		19. SPECIAL TRAINING	SKILL OR STAT USED

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
-------------------------	---------------------

* In car boot
 † Half damage beyond base range
 ‡ Damage reduced to 2D6 beyond base range

THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL RENZ, Cheryl		2. PROFESSION (RANK IF APPLICABLE) Federal Agent		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Sterling Heights, MI		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 27 (APR 4)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	15	75	Brawny
	Constitution (CON)	11	55	
	Dexterity (DEX)	14	70	Deft
	Intelligence (INT)	10	50	
	Power (POW)	10	50	
	Charisma (CHA)	12	60	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		13	
	Willpower Points (WP)		10	
Sanity Points (SAN)		50		
Breaking Point (BP)		40		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE	
		12	
		12	
		12	
	12. MOTIVATIONS AND MENTAL DISORDERS		
	13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted			

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	30
	<input type="checkbox"/> Alertness (20%)	50	<input type="checkbox"/> Forensics (0%)	30	<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)	20	<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	70
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):	20	<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	30
			<input type="checkbox"/> HUMINT (10%)	60	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)	30	<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	40	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	60
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	50	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)	20	<input type="checkbox"/> Persuade (20%)	50	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)	50	<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	50	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	50			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	70	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=1

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

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL NEVERS, Ricky		2. PROFESSION (RANK IF APPLICABLE) Federal Agent		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Chippewa Lake, OH		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 52 (DEC 4)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	14	70	Tough
	Constitution (CON)	12	60	
	Dexterity (DEX)	10	50	
	Intelligence (INT)	15	75	Crafty
	Power (POW)	10	50	
	Charisma (CHA)	11	55	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		13	
	Willpower Points (WP)		10	
Sanity Points (SAN)		50		
Breaking Point (BP)		40		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		11
		11
		11
12. MOTIVATIONS AND MENTAL DISORDERS		
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	50	<input type="checkbox"/> Forensics (0%)	50	<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)	20	<input type="checkbox"/> Heavy Machinery (10%)	30	<input type="checkbox"/> Search (20%)	50
	<input type="checkbox"/> Archeology (0%)	20	<input type="checkbox"/> Heavy Weapons (0%)	70	<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	60	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)	20	<input type="checkbox"/> Law (0%)	30	<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	60	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	60
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	50	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	50	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	50			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	50	<input type="checkbox"/> Psychotherapy (10%)	30	<input type="checkbox"/>	

DB=1

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

THIS IS A WORK OF FICTION

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR								
	Concealed Kevlar vest - Armour Rating 3 * Reinforced Kevlar vest - Armour Rating 4 * Tactical body armor - Armour Rating 5 * Kevlar helmet - Armour Rating +1 Agency badge and ID card Pistol holster (belt) 2 spare pistol mags (belt pouch) Tactical light Handcuffs (belt pouch) Agency marked windbreaker jacket Encrypted smartphone				Police-band radio with earpiece & throat microphone Small evidence-collection kit * Rugged, encrypted laptop with access to agency networks * First aid kit * Portable fire extinguisher * Spare ammunition				
	Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.								
	16.	WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a)	Unarmed	60%		1D4				
	(b)	Medium Pistol	50%	15m	1D10				15
	(c)	Shotgun (shot)	70%	75m	2D8 †				5
	(d)	Shotgun (slug)	50%	75m	2D8 ‡				5
(e)									
(f)									
(g)									

REMARKS	17. PERSONAL DETAILS AND NOTES		18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY	
			19. SPECIAL TRAINING	SKILL OR STAT USED

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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* In car boot
 † Half damage beyond base range
 ‡ Damage reduced to 2D6 beyond base range

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL ALLAIN, Juanita		2. PROFESSION (RANK IF APPLICABLE) Federal Agent		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Bellevue, WA		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 25 (SEP 15)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	11	55	
	Constitution (CON)	12	60	
	Dexterity (DEX)	13	65	Deft
	Intelligence (INT)	12	60	
	Power (POW)	13	65	Strong-willed
	Charisma (CHA)	11	55	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		12	
	Willpower Points (WP)		13	
Sanity Points (SAN)		65		
Breaking Point (BP)		52		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		11
		11
		11
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	30
	<input type="checkbox"/> Alertness (20%)	50	<input type="checkbox"/> Forensics (0%)	30	<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	50
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	30	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	60	<input type="checkbox"/> Surgery (0%)	20
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)	30	<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	40	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	60
	<input type="checkbox"/> Computer Science (0%)	50	<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):	20	<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	50	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)	20	<input type="checkbox"/> Persuade (20%)	70	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	50	<input type="checkbox"/> Pilot (0%):	20	<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	50			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	50	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=0

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

THIS IS A WORK OF FICTION

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR	
	<table style="width:100%; border: none;"> <tr> <td style="width: 50%; border: none; vertical-align: top;"> <p>Concealed Kevlar vest - Armour Rating 3 * Reinforced Kevlar vest - Armour Rating 4 * Tactical body armor - Armour Rating 5 * Kevlar helmet - Armour Rating +1 Agency badge and ID card Pistol holster (belt) 2 spare pistol mags (belt pouch) Tactical light Handcuffs (belt pouch) Agency marked windbreaker jacket Encrypted smartphone</p> </td> <td style="width: 50%; border: none; vertical-align: top;"> <p>Police-band radio with earpiece & throat microphone Small evidence-collection kit * Rugged, encrypted laptop with access to agency networks * First aid kit * Portable fire extinguisher * Spare ammunition</p> </td> </tr> </table>	<p>Concealed Kevlar vest - Armour Rating 3 * Reinforced Kevlar vest - Armour Rating 4 * Tactical body armor - Armour Rating 5 * Kevlar helmet - Armour Rating +1 Agency badge and ID card Pistol holster (belt) 2 spare pistol mags (belt pouch) Tactical light Handcuffs (belt pouch) Agency marked windbreaker jacket Encrypted smartphone</p>
<p>Concealed Kevlar vest - Armour Rating 3 * Reinforced Kevlar vest - Armour Rating 4 * Tactical body armor - Armour Rating 5 * Kevlar helmet - Armour Rating +1 Agency badge and ID card Pistol holster (belt) 2 spare pistol mags (belt pouch) Tactical light Handcuffs (belt pouch) Agency marked windbreaker jacket Encrypted smartphone</p>	<p>Police-band radio with earpiece & throat microphone Small evidence-collection kit * Rugged, encrypted laptop with access to agency networks * First aid kit * Portable fire extinguisher * Spare ammunition</p>	

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

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	60%		1D4-1				
(b) Medium Pistol	50%	15m	1D10				15
(c) Light Pistol	50%	10m	1D8				7
(d) Shotgun (shot)	70%	75m	2D8 †				5
(e) Shotgun (slug)	50%	75m	2D8 §				5
(f)							
(g)							

† * *

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY														
		<table border="1" style="width:100%; border-collapse: collapse;"> <tr> <th style="width: 50%;">19. SPECIAL TRAINING</th> <th style="width: 50%;">SKILL OR STAT USED</th> </tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> </table>	19. SPECIAL TRAINING	SKILL OR STAT USED												
19. SPECIAL TRAINING	SKILL OR STAT USED															

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

* In car boot range
 † Ankle holster
 ‡ Half damage beyond base range
 § Damage reduced to 2D6 beyond base

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL RUIS, Tremaine		2. PROFESSION (RANK IF APPLICABLE) Federal Agent		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Woodrum, VA		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 26 (DEC 4)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES	PSYCHOLOGICAL DATA	11. BONDS	SCORE	
	Strength (STR)	14	70	Tough			10	
	Constitution (CON)	10	50				10	
	Dexterity (DEX)	13	65	Lithe			10	
	Intelligence (INT)	8	40	Obtuse				
	Power (POW)	17	85	Indomitable				
	Charisma (CHA)	10	50					
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT		12. MOTIVATIONS AND MENTAL DISORDERS		
	Hit Points (HP)		12					
	Willpower Points (WP)		17					
Sanity Points (SAN)		85						
Breaking Point (BP)		68						
10. PHYSICAL DESCRIPTION				13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE				
				Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted				

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	50	<input type="checkbox"/> Forensics (0%)	30	<input type="checkbox"/> Science (0%):	20
	<input type="checkbox"/> Anthropology (0%)	20	<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	50
	<input type="checkbox"/> Archeology (0%)	20	<input type="checkbox"/> Heavy Weapons (0%)	20	<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	60	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)	30	<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	50	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	40	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	80
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	30	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	50	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	50
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	70	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	50			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	50	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

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

DB=1

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR Concealed Kevlar vest - Armour Rating 3 * Reinforced Kevlar vest - Armour Rating 4 * Tactical body armor - Armour Rating 5 * Kevlar helmet - Armour Rating +1 Agency badge and ID card Pistol holster (belt) 2 spare pistol mags (belt pouch) Tactical light Handcuffs (belt pouch) Agency marked windbreaker jacket Encrypted smartphone	Police-band radio with earpiece & throat microphone Small evidence-collection kit * Rugged, encrypted laptop with access to agency networks * First aid kit * Portable fire extinguisher * Spare ammunition
	Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.	

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	80%		1D4				
(b) Medium Pistol	50%	15m	1D10				15
(c) Light Carbine	50%	100m	1D12 †	3	10%		30
(d)							
(e)							
(f)							
(g)							

* †

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY													
		<table border="1" style="width:100%; border-collapse: collapse;"> <tr> <th style="width:60%;">19. SPECIAL TRAINING</th> <th style="width:40%;">SKILL OR STAT USED</th> </tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> </table>	19. SPECIAL TRAINING	SKILL OR STAT USED											
19. SPECIAL TRAINING	SKILL OR STAT USED														

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

* In car boot
 † With holographic sight - +20% bonus to hit as long as shooter has taken no damage since last action
 ‡ Use Lethality rating if firing bursts

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL NEWBERG, Michael		2. PROFESSION (RANK IF APPLICABLE) Federal Agent		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Chula Vista, CA		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 34 (DEC 19)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES	PSYCHOLOGICAL DATA	11. BONDS	SCORE	
	Strength (STR)	14	70	Sturdy			13	
	Constitution (CON)	10	50				13	
	Dexterity (DEX)	8	40	Clumsy			13	
	Intelligence (INT)	17	85	Brilliant				
	Power (POW)	10	50					
	Charisma (CHA)	13	65	Likable				
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT		12. MOTIVATIONS AND MENTAL DISORDERS		
	Hit Points (HP)		12					
	Willpower Points (WP)		10					
Sanity Points (SAN)		50						
Breaking Point (BP)		40						
10. PHYSICAL DESCRIPTION				13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE				
				Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted				

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	30	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	70	<input type="checkbox"/> Forensics (0%)	30	<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	30	<input type="checkbox"/> Search (20%)	50
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)	50	<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	30
			<input type="checkbox"/> HUMINT (10%)	60	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)	50	<input type="checkbox"/> Survival (10%)	30
	<input type="checkbox"/> Athletics (30%)	50	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	40	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	60
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	50	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	50	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	70			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	50	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

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

DB=1

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR	
	<table style="width: 100%; border: none;"> <tr> <td style="width: 50%; border: none; vertical-align: top;"> <p>Concealed Kevlar vest - Armour Rating 3 * Reinforced Kevlar vest - Armour Rating 4 * Tactical body armor - Armour Rating 5 * Kevlar helmet - Armour Rating +1 Agency badge and ID card Pistol holster (belt) 2 spare pistol mags (belt pouch) Tactical light Handcuffs (belt pouch) Agency marked windbreaker jacket Encrypted smartphone</p> </td> <td style="width: 50%; border: none; vertical-align: top;"> <p>Police-band radio with earpiece & throat microphone Small evidence-collection kit * Rugged, encrypted laptop with access to agency networks * First aid kit * Portable fire extinguisher * Spare ammunition</p> </td> </tr> </table>	<p>Concealed Kevlar vest - Armour Rating 3 * Reinforced Kevlar vest - Armour Rating 4 * Tactical body armor - Armour Rating 5 * Kevlar helmet - Armour Rating +1 Agency badge and ID card Pistol holster (belt) 2 spare pistol mags (belt pouch) Tactical light Handcuffs (belt pouch) Agency marked windbreaker jacket Encrypted smartphone</p>
<p>Concealed Kevlar vest - Armour Rating 3 * Reinforced Kevlar vest - Armour Rating 4 * Tactical body armor - Armour Rating 5 * Kevlar helmet - Armour Rating +1 Agency badge and ID card Pistol holster (belt) 2 spare pistol mags (belt pouch) Tactical light Handcuffs (belt pouch) Agency marked windbreaker jacket Encrypted smartphone</p>	<p>Police-band radio with earpiece & throat microphone Small evidence-collection kit * Rugged, encrypted laptop with access to agency networks * First aid kit * Portable fire extinguisher * Spare ammunition</p>	

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

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	60%		1D4				
(b) Medium Pistol	50%	15m	1D10				15
(c) Shotgun (shot)	70%	75m	2D8 †				5 *
(d) Shotgun (slug)	50%	75m	2D8 ‡				5 *
(e)							
(f)							
(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY														
		<table border="1" style="width: 100%; border-collapse: collapse;"> <tr> <th style="width: 50%;">19. SPECIAL TRAINING</th> <th style="width: 50%;">SKILL OR STAT USED</th> </tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> </table>	19. SPECIAL TRAINING	SKILL OR STAT USED												
19. SPECIAL TRAINING	SKILL OR STAT USED															

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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* In car boot
 † Half damage beyond base range
 ‡ Damage reduced to 2D6 beyond base range

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL MIRACLE, Leland		2. PROFESSION (RANK IF APPLICABLE) Federal Agent		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Brookland, AR		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 31 (JAN 22)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	12	60	
	Constitution (CON)	12	60	
	Dexterity (DEX)	11	55	
	Intelligence (INT)	13	65	Astute
	Power (POW)	13	65	Strong-willed
	Charisma (CHA)	11	55	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		12	
	Willpower Points (WP)		13	
Sanity Points (SAN)		65		
Breaking Point (BP)		52		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		11
		11
		11
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	30	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	50	<input type="checkbox"/> Forensics (0%)	50	<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	70
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	20
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	60	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)	30	<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	40	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	60
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):	20	<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	50	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	70
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	50	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	30	<input type="checkbox"/> Pharmacy (0%)	20	<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	50			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	50	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=0

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

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR	
	<table style="width:100%; border: none;"> <tr> <td style="width: 50%; border: none; vertical-align: top;"> Concealed Kevlar vest - Armour Rating 3 * Reinforced Kevlar vest - Armour Rating 4 * Tactical body armor - Armour Rating 5 * Kevlar helmet - Armour Rating +1 Agency badge and ID card Pistol holster (belt) 2 spare pistol mags (belt pouch) Tactical light Handcuffs (belt pouch) Agency marked windbreaker jacket Encrypted smartphone </td> <td style="width: 50%; border: none; vertical-align: top;"> Police-band radio with earpiece & throat microphone Small evidence-collection kit * Rugged, encrypted laptop with access to agency networks * First aid kit * Portable fire extinguisher * Spare ammunition </td> </tr> </table>	Concealed Kevlar vest - Armour Rating 3 * Reinforced Kevlar vest - Armour Rating 4 * Tactical body armor - Armour Rating 5 * Kevlar helmet - Armour Rating +1 Agency badge and ID card Pistol holster (belt) 2 spare pistol mags (belt pouch) Tactical light Handcuffs (belt pouch) Agency marked windbreaker jacket Encrypted smartphone
Concealed Kevlar vest - Armour Rating 3 * Reinforced Kevlar vest - Armour Rating 4 * Tactical body armor - Armour Rating 5 * Kevlar helmet - Armour Rating +1 Agency badge and ID card Pistol holster (belt) 2 spare pistol mags (belt pouch) Tactical light Handcuffs (belt pouch) Agency marked windbreaker jacket Encrypted smartphone	Police-band radio with earpiece & throat microphone Small evidence-collection kit * Rugged, encrypted laptop with access to agency networks * First aid kit * Portable fire extinguisher * Spare ammunition	

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.								
16.	WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	60%		1D4-1				
	(b) Medium Pistol	50%	15m	1D10				15
	(c) Light Pistol	50%	10m	1D8				7
	(d) Shotgun (shot)	70%	75m	2D8 †				5
	(e) Shotgun (slug)	50%	75m	2D8 §				5
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY													
		<table border="1" style="width:100%; border-collapse: collapse;"> <tr> <td style="width: 50%;">19. SPECIAL TRAINING</td> <td style="width: 50%;">SKILL OR STAT USED</td> </tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> </table>	19. SPECIAL TRAINING	SKILL OR STAT USED											
19. SPECIAL TRAINING	SKILL OR STAT USED														

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL DRAYTON, Jesse			2. PROFESSION (RANK IF APPLICABLE) Federal Agent		
	3. EMPLOYER			4. NATIONALITY (U.S.A.) Thorp, WI		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____		6. AGE AND D.O.B. 37 (SEP 5)		7. EDUCATION AND OCCUPATIONAL HISTORY	

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES	PSYCHOLOGICAL DATA	11. BONDS	SCORE
	Strength (STR)	17	85	Musclebound		10	
	Constitution (CON)	8	40	Delicate		10	
	Dexterity (DEX)	10	50			10	
	Intelligence (INT)	13	65	Ingenious			
	Power (POW)	14	70	Brave			
	Charisma (CHA)	10	50				
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT		12. MOTIVATIONS AND MENTAL DISORDERS	
	Hit Points (HP)		12				
	Willpower Points (WP)		14				
Sanity Points (SAN)		70					
Breaking Point (BP)		56					
10. PHYSICAL DESCRIPTION				13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE			
				Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted			

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	70	<input type="checkbox"/> Forensics (0%)	30	<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	30	<input type="checkbox"/> Search (20%)	50
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)	20	<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	80	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)	30	<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)	20	<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	40	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	60
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	30	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	50	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	50	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	30	<input type="checkbox"/> Pharmacy (0%)	50	<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	50	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	50			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	50	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

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

DB=2

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR Concealed Kevlar vest - Armour Rating 3 * Reinforced Kevlar vest - Armour Rating 4 * Tactical body armor - Armour Rating 5 * Kevlar helmet - Armour Rating +1 Agency badge and ID card Pistol holster (belt) 2 spare pistol mags (belt pouch) Tactical light Handcuffs (belt pouch) Agency marked windbreaker jacket Encrypted smartphone	Police-band radio with earpiece & throat microphone Small evidence-collection kit * Rugged, encrypted laptop with access to agency networks * First aid kit * Portable fire extinguisher * Spare ammunition
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Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	60%		1D4+1				
(b) Medium Pistol	50%	15m	1D10				15
(c) Light Pistol	50%	10m	1D8				7
(d) Light Carbine	50%	100m	1D12 §	3	10%		30
(e)							
(f)							
(g)							

†
* †

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY													
	<table border="1" style="width:100%; border-collapse: collapse;"> <thead> <tr> <th style="width: 50%;">19. SPECIAL TRAINING</th> <th style="width: 50%;">SKILL OR STAT USED</th> </tr> </thead> <tbody> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> </tbody> </table>		19. SPECIAL TRAINING	SKILL OR STAT USED											
19. SPECIAL TRAINING	SKILL OR STAT USED														

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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* In car boot
 † Ankle holster
 ‡ With holographic sight - +20% bonus to hit as long as shooter has taken no damage since last action
 § Use Lethality rating if firing bursts

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL LATIMORE, Colt		2. PROFESSION (RANK IF APPLICABLE) Federal Agent		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Austin, TX		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 39 (AUG 11)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	12	60	
	Constitution (CON)	15	75	Perfect health
	Dexterity (DEX)	12	60	
	Intelligence (INT)	14	70	Crafty
	Power (POW)	17	85	Indomitable
	Charisma (CHA)	13	65	Affable
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		14	
	Willpower Points (WP)		17	
Sanity Points (SAN)		85		
Breaking Point (BP)		68		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		13
		13
		13
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	60	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	50	<input type="checkbox"/> Forensics (0%)	30	<input type="checkbox"/> Science (0%):	20
	<input type="checkbox"/> Anthropology (0%)	20	<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	70
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	30	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	60	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)	30	<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	40	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	60
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	50	<input type="checkbox"/> Occult (10%)	30	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	70	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):	20	<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	50			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	70	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=0

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

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR Concealed Kevlar vest - Armour Rating 3 * Reinforced Kevlar vest - Armour Rating 4 * Tactical body armor - Armour Rating 5 * Kevlar helmet - Armour Rating +1 Agency badge and ID card Pistol holster (belt) 2 spare pistol mags (belt pouch) Tactical light Handcuffs (belt pouch) Agency marked windbreaker jacket Encrypted smartphone	Police-band radio with earpiece & throat microphone Small evidence-collection kit * Rugged, encrypted laptop with access to agency networks * First aid kit * Portable fire extinguisher * Spare ammunition
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Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	60%		1D4-1				
(b) Medium Pistol	70%	15m	1D10				15
(c) Light Carbine	70%	100m	1D12 †	3	10%		30
(d)							
(e)							
(f)							
(g)							

* †

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY													
		<table border="1" style="width:100%; border-collapse: collapse;"> <tr> <th style="width: 50%;">19. SPECIAL TRAINING</th> <th style="width: 50%;">SKILL OR STAT USED</th> </tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> </table>	19. SPECIAL TRAINING	SKILL OR STAT USED											
19. SPECIAL TRAINING	SKILL OR STAT USED														

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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* In car boot
 † With holographic sight - +20% bonus to hit as long as shooter has taken no damage since last action

‡ Use Lethality rating if firing bursts

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL VERDE, Lyndsay		2. PROFESSION (RANK IF APPLICABLE) Federal Agent		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Waccabuc, NY		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 45 (OCT 7)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	13	65	Sturdy
	Constitution (CON)	13	65	Resistant
	Dexterity (DEX)	12	60	
	Intelligence (INT)	12	60	
	Power (POW)	11	55	
	Charisma (CHA)	11	55	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		13	
	Willpower Points (WP)		11	
Sanity Points (SAN)		55		
Breaking Point (BP)		44		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE	
		11	
		11	
		11	
	12. MOTIVATIONS AND MENTAL DISORDERS		
	13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted			

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	30	<input type="checkbox"/> First Aid (10%)	30	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	50	<input type="checkbox"/> Forensics (0%)	50	<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)	20	<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	70
	<input type="checkbox"/> Archeology (0%)	20	<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	60	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)	30	<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	40	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	80
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	50	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	50
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	50	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)	20	<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	50			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	50	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=1

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

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR Concealed Kevlar vest - Armour Rating 3 * Reinforced Kevlar vest - Armour Rating 4 * Tactical body armor - Armour Rating 5 * Kevlar helmet - Armour Rating +1 Agency badge and ID card Pistol holster (belt) 2 spare pistol mags (belt pouch) Tactical light Handcuffs (belt pouch) Agency marked windbreaker jacket Encrypted smartphone	Police-band radio with earpiece & throat microphone Small evidence-collection kit * Rugged, encrypted laptop with access to agency networks * First aid kit * Portable fire extinguisher * Spare ammunition
	Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.	

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	80%		1D4				
(b) Medium Pistol	50%	15m	1D10				15
(c) Light Pistol	50%	10m	1D8				7
(d) Shotgun (shot)	70%	75m	2D8 †				5
(e) Shotgun (slug)	50%	75m	2D8 §				5
(f)							
(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY													
	<table border="1" style="width:100%; border-collapse: collapse;"> <thead> <tr> <th style="width: 50%;">19. SPECIAL TRAINING</th> <th style="width: 50%;">SKILL OR STAT USED</th> </tr> </thead> <tbody> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> </tbody> </table>		19. SPECIAL TRAINING	SKILL OR STAT USED											
19. SPECIAL TRAINING	SKILL OR STAT USED														

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL LOVERN, Chadwick		2. PROFESSION (RANK IF APPLICABLE) Federal Agent		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Louisville, AL		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 32 (JUL 13)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	14	70	Brawny
	Constitution (CON)	10	50	
	Dexterity (DEX)	10	50	
	Intelligence (INT)	8	40	Shallow
	Power (POW)	17	85	Indomitable
	Charisma (CHA)	13	65	Prepossessing
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		12	
	Willpower Points (WP)		17	
Sanity Points (SAN)		85		
Breaking Point (BP)		68		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS		SCORE
			13
			13
			13
12. MOTIVATIONS AND MENTAL DISORDERS			
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE			
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted			

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	30	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	30
	<input type="checkbox"/> Alertness (20%)	50	<input type="checkbox"/> Forensics (0%)	30	<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	50
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)	50	<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	30	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	60	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)	50	<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	50	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	40	<input type="checkbox"/> Melee Weapons (30%)	50	<input type="checkbox"/> Unarmed Combat (40%)	60
	<input type="checkbox"/> Computer Science (0%)	20	<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	50	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	50	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)	20	<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	50			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	50	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=1

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

THIS IS A WORK OF FICTION

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR Concealed Kevlar vest - Armour Rating 3 * Reinforced Kevlar vest - Armour Rating 4 * Tactical body armor - Armour Rating 5 * Kevlar helmet - Armour Rating +1 Agency badge and ID card Pistol holster (belt) 2 spare pistol mags (belt pouch) Tactical light Handcuffs (belt pouch) Agency marked windbreaker jacket Encrypted smartphone	Police-band radio with earpiece & throat microphone Small evidence-collection kit * Rugged, encrypted laptop with access to agency networks * First aid kit * Portable fire extinguisher * Spare ammunition
	Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.	

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	60%		1D4				
(b) Medium Pistol	50%	15m	1D10				15
(c) Light Pistol	50%	10m	1D8				7
(d) Shotgun (shot)	70%	75m	2D8 †				5
(e) Shotgun (slug)	50%	75m	2D8 §				5
(f)							
(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY													
	<table border="1" style="width:100%; border-collapse: collapse;"> <thead> <tr> <th style="width:50%;">19. SPECIAL TRAINING</th> <th style="width:50%;">SKILL OR STAT USED</th> </tr> </thead> <tbody> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> </tbody> </table>		19. SPECIAL TRAINING	SKILL OR STAT USED											
19. SPECIAL TRAINING	SKILL OR STAT USED														

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL BENNINGFIELD, Crista		2. PROFESSION (RANK IF APPLICABLE) Federal Agent		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Arthur, IL		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 45 (FEB 10)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	10	50	
	Constitution (CON)	5	25	Unwell
	Dexterity (DEX)	14	70	Quick footed
	Intelligence (INT)	11	55	
	Power (POW)	7	35	Gloomy
	Charisma (CHA)	14	70	Outgoing
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		8	
	Willpower Points (WP)		7	
Sanity Points (SAN)		35		
Breaking Point (BP)		28		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		14
		14
		14
12. MOTIVATIONS AND MENTAL DISORDERS		
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	30	<input type="checkbox"/> First Aid (10%)	30	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	50	<input type="checkbox"/> Forensics (0%)	30	<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)	20	<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	50
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	60	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)	30	<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	50	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	40
	<input type="checkbox"/> Bureaucracy (10%)	40	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	60
	<input type="checkbox"/> Computer Science (0%)	50	<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	50	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	20
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	50	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	50	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	50			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	50	<input type="checkbox"/> Psychotherapy (10%)	30	<input type="checkbox"/>	

DB=0

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

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR	
	<table style="width:100%; border: none;"> <tr> <td style="width: 50%; border: none; vertical-align: top;"> <p>Concealed Kevlar vest - Armour Rating 3 * Reinforced Kevlar vest - Armour Rating 4 * Tactical body armor - Armour Rating 5 * Kevlar helmet - Armour Rating +1 Agency badge and ID card Pistol holster (belt) 2 spare pistol mags (belt pouch) Tactical light Handcuffs (belt pouch) Agency marked windbreaker jacket Encrypted smartphone</p> </td> <td style="width: 50%; border: none; vertical-align: top;"> <p>Police-band radio with earpiece & throat microphone Small evidence-collection kit * Rugged, encrypted laptop with access to agency networks * First aid kit * Portable fire extinguisher * Spare ammunition</p> </td> </tr> </table>	<p>Concealed Kevlar vest - Armour Rating 3 * Reinforced Kevlar vest - Armour Rating 4 * Tactical body armor - Armour Rating 5 * Kevlar helmet - Armour Rating +1 Agency badge and ID card Pistol holster (belt) 2 spare pistol mags (belt pouch) Tactical light Handcuffs (belt pouch) Agency marked windbreaker jacket Encrypted smartphone</p>
<p>Concealed Kevlar vest - Armour Rating 3 * Reinforced Kevlar vest - Armour Rating 4 * Tactical body armor - Armour Rating 5 * Kevlar helmet - Armour Rating +1 Agency badge and ID card Pistol holster (belt) 2 spare pistol mags (belt pouch) Tactical light Handcuffs (belt pouch) Agency marked windbreaker jacket Encrypted smartphone</p>	<p>Police-band radio with earpiece & throat microphone Small evidence-collection kit * Rugged, encrypted laptop with access to agency networks * First aid kit * Portable fire extinguisher * Spare ammunition</p>	

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

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	60%		1D4-1				
(b) Medium Pistol	50%	15m	1D10				15
(c) Light Carbine	50%	100m	1D12 †	3	10%		30
(d)							
(e)							
(f)							
(g)							

* †

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY														
		<table border="1" style="width:100%; border-collapse: collapse; font-size: x-small;"> <tr> <th style="width: 50%;">19. SPECIAL TRAINING</th> <th style="width: 50%;">SKILL OR STAT USED</th> </tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> </table>	19. SPECIAL TRAINING	SKILL OR STAT USED												
19. SPECIAL TRAINING	SKILL OR STAT USED															

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

* In car boot

† Use Lethality rating if firing bursts

† With holographic sight - +20% bonus to hit as long as shooter has taken no damage since last action

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL OROSCO, Lyle		2. PROFESSION (RANK IF APPLICABLE) Federal Agent		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Springfield, MA		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 25 (SEP 1)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	10	50	
	Constitution (CON)	15	75	Perfect health
	Dexterity (DEX)	12	60	
	Intelligence (INT)	10	50	
	Power (POW)	11	55	
	Charisma (CHA)	14	70	Outgoing
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		12	
	Willpower Points (WP)		11	
Sanity Points (SAN)		55		
Breaking Point (BP)		44		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		14
		14
		14
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	30	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	50	<input type="checkbox"/> Forensics (0%)	30	<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	30	<input type="checkbox"/> Search (20%)	50
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	60	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)	20	<input type="checkbox"/> Law (0%)	30	<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	50	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	40	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	60
	<input type="checkbox"/> Computer Science (0%)	20	<input type="checkbox"/> Military Science (0%):	20	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	50	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)	20	<input type="checkbox"/> Persuade (20%)	50	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)	50	<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):	20	<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	50			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	50	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=0

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

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INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR								
	Concealed Kevlar vest - Armour Rating 3 * Reinforced Kevlar vest - Armour Rating 4 * Tactical body armor - Armour Rating 5 * Kevlar helmet - Armour Rating +1 Agency badge and ID card Pistol holster (belt) 2 spare pistol mags (belt pouch) Tactical light Handcuffs (belt pouch) Agency marked windbreaker jacket Encrypted smartphone				Police-band radio with earpiece & throat microphone Small evidence-collection kit * Rugged, encrypted laptop with access to agency networks * First aid kit * Portable fire extinguisher * Spare ammunition				
	Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.								
	16.	WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a)	Unarmed	60%		1D4-1				
	(b)	Medium Pistol	50%	15m	1D10				15
	(c)	Shotgun (shot)	70%	75m	2D8 †				5
	(d)	Shotgun (slug)	50%	75m	2D8 ‡				5
(e)									
(f)									
(g)									

REMARKS	17. PERSONAL DETAILS AND NOTES		18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY	
			19. SPECIAL TRAINING	SKILL OR STAT USED

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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* In car boot
 † Half damage beyond base range
 ‡ Damage reduced to 2D6 beyond base range

THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL CHAMPION, Halley		2. PROFESSION (RANK IF APPLICABLE) Federal Agent		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Grassy, MO		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 38 (MAR 9)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	13	65	Powerful
	Constitution (CON)	14	70	Fit
	Dexterity (DEX)	10	50	
	Intelligence (INT)	17	85	Brilliant
	Power (POW)	10	50	
	Charisma (CHA)	8	40	Silent
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		14	
	Willpower Points (WP)		10	
Sanity Points (SAN)		50		
Breaking Point (BP)		40		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS		SCORE
			8
			8
			8
12. MOTIVATIONS AND MENTAL DISORDERS			
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE			
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted			

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	50	<input type="checkbox"/> Forensics (0%)	50	<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)	20	<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	50
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	20
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	60	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)	30	<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	50	<input type="checkbox"/> Medicine (0%)	20	<input type="checkbox"/> Swim (20%)	40
	<input type="checkbox"/> Bureaucracy (10%)	40	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	60
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	50	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	50
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	50	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)	20	<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	50			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	50	<input type="checkbox"/> Psychotherapy (10%)	30	<input type="checkbox"/>	

DB=1

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

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR Concealed Kevlar vest - Armour Rating 3 * Reinforced Kevlar vest - Armour Rating 4 * Tactical body armor - Armour Rating 5 * Kevlar helmet - Armour Rating +1 Agency badge and ID card Pistol holster (belt) 2 spare pistol mags (belt pouch) Tactical light Handcuffs (belt pouch) Agency marked windbreaker jacket Encrypted smartphone	Police-band radio with earpiece & throat microphone Small evidence-collection kit * Rugged, encrypted laptop with access to agency networks * First aid kit * Portable fire extinguisher * Spare ammunition
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Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	60%		1D4				
(b) Medium Pistol	50%	15m	1D10				15
(c) Shotgun (shot)	70%	75m	2D8 †				5 *
(d) Shotgun (slug)	50%	75m	2D8 ‡				5 *
(e)							
(f)							
(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY													
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19. SPECIAL TRAINING	SKILL OR STAT USED														

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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* In car boot
 † Half damage beyond base range
 ‡ Damage reduced to 2D6 beyond base range

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL JOLIN, Martell		2. PROFESSION (RANK IF APPLICABLE) Federal Agent		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Unicoi, TN		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 51 (SEP 2)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	9	45	
	Constitution (CON)	11	55	
	Dexterity (DEX)	10	50	
	Intelligence (INT)	14	70	Astute
	Power (POW)	13	65	Forbearing
	Charisma (CHA)	15	75	Likable
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		10	
	Willpower Points (WP)		13	
Sanity Points (SAN)		65		
Breaking Point (BP)		52		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE	
		15	
		15	
		15	
	12. MOTIVATIONS AND MENTAL DISORDERS		
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE			
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted			

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	30
	<input type="checkbox"/> Alertness (20%)	70	<input type="checkbox"/> Forensics (0%)	30	<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	50
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)	70	<input type="checkbox"/> SIGINT (0%)	20
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	30	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	60	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)	30	<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	50	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	40	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	60
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):	20	<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	70	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	50	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	50			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	50	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=0

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

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR Concealed Kevlar vest - Armour Rating 3 * Reinforced Kevlar vest - Armour Rating 4 * Tactical body armor - Armour Rating 5 * Kevlar helmet - Armour Rating +1 Agency badge and ID card Pistol holster (belt) 2 spare pistol mags (belt pouch) Tactical light Handcuffs (belt pouch) Agency marked windbreaker jacket Encrypted smartphone	Police-band radio with earpiece & throat microphone Small evidence-collection kit * Rugged, encrypted laptop with access to agency networks * First aid kit * Portable fire extinguisher * Spare ammunition
------------------	---	--

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

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	60%		1D4-1				
(b) Medium Pistol	50%	15m	1D10				15
(c) Light Carbine	50%	100m	1D12 †	3	10%		30
(d)							
(e)							
(f)							
(g)							

* †

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY													
		<table border="1" style="width:100%; border-collapse: collapse;"> <tr> <th style="width: 50%;">19. SPECIAL TRAINING</th> <th style="width: 50%;">SKILL OR STAT USED</th> </tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> </table>	19. SPECIAL TRAINING	SKILL OR STAT USED											
19. SPECIAL TRAINING	SKILL OR STAT USED														

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
-------------------------	---------------------

THIS IS A WORK OF FICTION

* In car boot

† Use Lethality rating if firing bursts

† With holographic sight - +20% bonus to hit as long as shooter has taken no damage since last action

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL CROMER, Sophia		2. PROFESSION (RANK IF APPLICABLE) Federal Agent		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) East Sparta, OH		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 32 (MAR 6)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	9	45	
	Constitution (CON)	14	70	Resilient
	Dexterity (DEX)	13	65	Nimble
	Intelligence (INT)	7	35	Oblivious
	Power (POW)	11	55	
	Charisma (CHA)	13	65	Charming
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		12	
	Willpower Points (WP)		11	
Sanity Points (SAN)		55		
Breaking Point (BP)		44		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS		SCORE
			13
			13
			13
	12. MOTIVATIONS AND MENTAL DISORDERS		
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE			
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted			

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	60	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	50	<input type="checkbox"/> Forensics (0%)	50	<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	50
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	20
	<input type="checkbox"/> Art (0%):	20	<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	60	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)	30	<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	40	<input type="checkbox"/> Melee Weapons (30%)	50	<input type="checkbox"/> Unarmed Combat (40%)	60
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	70	<input type="checkbox"/> Occult (10%)	30	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	50	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)	20	<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	50			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	70	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=0

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

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INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR	
	<table style="width:100%; border: none;"> <tr> <td style="width: 50%; border: none;"> Concealed Kevlar vest - Armour Rating 3 * Reinforced Kevlar vest - Armour Rating 4 * Tactical body armor - Armour Rating 5 * Kevlar helmet - Armour Rating +1 Agency badge and ID card Pistol holster (belt) 2 spare pistol mags (belt pouch) Tactical light Handcuffs (belt pouch) Agency marked windbreaker jacket Encrypted smartphone </td> <td style="width: 50%; border: none; vertical-align: top;"> Police-band radio with earpiece & throat microphone Small evidence-collection kit * Rugged, encrypted laptop with access to agency networks * First aid kit * Portable fire extinguisher * Spare ammunition </td> </tr> </table>	Concealed Kevlar vest - Armour Rating 3 * Reinforced Kevlar vest - Armour Rating 4 * Tactical body armor - Armour Rating 5 * Kevlar helmet - Armour Rating +1 Agency badge and ID card Pistol holster (belt) 2 spare pistol mags (belt pouch) Tactical light Handcuffs (belt pouch) Agency marked windbreaker jacket Encrypted smartphone
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Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	60%		1D4-1				
(b) Medium Pistol	70%	15m	1D10				15
(c) Light Pistol	70%	10m	1D8				7
(d) Light Carbine	70%	100m	1D12 §	3	10%		30
(e)							
(f)							
(g)							

†
* †

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY													
	<table border="1" style="width:100%; border-collapse: collapse;"> <thead> <tr> <th style="width: 50%;">19. SPECIAL TRAINING</th> <th style="width: 50%;">SKILL OR STAT USED</th> </tr> </thead> <tbody> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> </tbody> </table>		19. SPECIAL TRAINING	SKILL OR STAT USED											
19. SPECIAL TRAINING	SKILL OR STAT USED														

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

* In car boot
 † Ankle holster
 ‡ With holographic sight - +20% bonus to hit as long as shooter has taken no damage since last action
 § Use Lethality rating if firing bursts

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL CAVANAUGH, Everett		2. PROFESSION (RANK IF APPLICABLE) Federal Agent	
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Freeburn, KY	
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 25 (OCT 18)	7. EDUCATION AND OCCUPATIONAL HISTORY	

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES	PSYCHOLOGICAL DATA	11. BONDS	SCORE
	Strength (STR)	7	35	Weak			16
	Constitution (CON)	8	40	Delicate			16
	Dexterity (DEX)	13	65	Lithe			16
	Intelligence (INT)	11	55				
	Power (POW)	14	70	Stoic			
	Charisma (CHA)	16	80	Affable			
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT		12. MOTIVATIONS AND MENTAL DISORDERS	
	Hit Points (HP)		8				
	Willpower Points (WP)		14				
Sanity Points (SAN)		70					
Breaking Point (BP)		56					
10. PHYSICAL DESCRIPTION				13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE			
				Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted			

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	30
	<input type="checkbox"/> Alertness (20%)	50	<input type="checkbox"/> Forensics (0%)	50	<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	50
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	60	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)	20	<input type="checkbox"/> Law (0%)	30	<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)	20	<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	40	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	60
	<input type="checkbox"/> Computer Science (0%)	50	<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	70	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)	20	<input type="checkbox"/> Persuade (20%)	50	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	50	<input type="checkbox"/> Pilot (0%):	20	<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	50			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	50	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

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

DB=-1

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR	
	<table style="width:100%; border: none;"> <tr> <td style="width: 50%; border: none; vertical-align: top;"> <p>Concealed Kevlar vest - Armour Rating 3 * Reinforced Kevlar vest - Armour Rating 4 * Tactical body armor - Armour Rating 5 * Kevlar helmet - Armour Rating +1 Agency badge and ID card Pistol holster (belt) 2 spare pistol mags (belt pouch) Tactical light Handcuffs (belt pouch) Agency marked windbreaker jacket Encrypted smartphone</p> </td> <td style="width: 50%; border: none; vertical-align: top;"> <p>Police-band radio with earpiece & throat microphone Small evidence-collection kit * Rugged, encrypted laptop with access to agency networks * First aid kit * Portable fire extinguisher * Spare ammunition</p> </td> </tr> </table>	<p>Concealed Kevlar vest - Armour Rating 3 * Reinforced Kevlar vest - Armour Rating 4 * Tactical body armor - Armour Rating 5 * Kevlar helmet - Armour Rating +1 Agency badge and ID card Pistol holster (belt) 2 spare pistol mags (belt pouch) Tactical light Handcuffs (belt pouch) Agency marked windbreaker jacket Encrypted smartphone</p>
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Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	60%		1D4-2				
(b) Medium Pistol	50%	15m	1D10				15
(c) Light Carbine	50%	100m	1D12 †	3	10%		30
(d)							
(e)							
(f)							
(g)							

* †

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY														
		<table border="1" style="width:100%; border-collapse: collapse;"> <tr> <th style="width: 50%;">19. SPECIAL TRAINING</th> <th style="width: 50%;">SKILL OR STAT USED</th> </tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> </table>	19. SPECIAL TRAINING	SKILL OR STAT USED												
19. SPECIAL TRAINING	SKILL OR STAT USED															

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

* In car boot
 † With holographic sight - +20% bonus to hit as long as shooter has taken no damage since last action

‡ Use Lethality rating if firing bursts

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL SOULIERE, Susanna		2. PROFESSION (RANK IF APPLICABLE) Federal Agent		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Reedpoint, MT		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 44 (FEB 25)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	11	55	
	Constitution (CON)	10	50	
	Dexterity (DEX)	15	75	Nimble
	Intelligence (INT)	14	70	Sharp
	Power (POW)	10	50	
	Charisma (CHA)	12	60	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		10	
	Willpower Points (WP)		10	
Sanity Points (SAN)		50		
Breaking Point (BP)		40		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS		SCORE	
			12	
			12	
			12	
	12. MOTIVATIONS AND MENTAL DISORDERS			
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE				
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted				

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	50	<input type="checkbox"/> Forensics (0%)	30	<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)	20	<input type="checkbox"/> Heavy Machinery (10%)	30	<input type="checkbox"/> Search (20%)	50
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	60	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)	20	<input type="checkbox"/> Law (0%)	50	<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	40
	<input type="checkbox"/> Bureaucracy (10%)	40	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	60
	<input type="checkbox"/> Computer Science (0%)	50	<input type="checkbox"/> Military Science (0%):	20	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	50	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)	20	<input type="checkbox"/> Persuade (20%)	50	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	50			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	70	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=0

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INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR	
	<table style="width:100%; border: none;"> <tr> <td style="width: 50%; border: none; vertical-align: top;"> <p>Concealed Kevlar vest - Armour Rating 3 * Reinforced Kevlar vest - Armour Rating 4 * Tactical body armor - Armour Rating 5 * Kevlar helmet - Armour Rating +1 Agency badge and ID card Pistol holster (belt) 2 spare pistol mags (belt pouch) Tactical light Handcuffs (belt pouch) Agency marked windbreaker jacket Encrypted smartphone</p> </td> <td style="width: 50%; border: none; vertical-align: top;"> <p>Police-band radio with earpiece & throat microphone Small evidence-collection kit * Rugged, encrypted laptop with access to agency networks * First aid kit * Portable fire extinguisher * Spare ammunition</p> </td> </tr> </table>	<p>Concealed Kevlar vest - Armour Rating 3 * Reinforced Kevlar vest - Armour Rating 4 * Tactical body armor - Armour Rating 5 * Kevlar helmet - Armour Rating +1 Agency badge and ID card Pistol holster (belt) 2 spare pistol mags (belt pouch) Tactical light Handcuffs (belt pouch) Agency marked windbreaker jacket Encrypted smartphone</p>
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16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	60%		1D4-1				
(b) Medium Pistol	70%	15m	1D10				15
(c) Light Carbine	70%	100m	1D12 †	3	10%		30
(d)							
(e)							
(f)							
(g)							

* †

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY													
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* In car boot
 † With holographic sight - +20% bonus to hit as long as shooter has taken no damage since last action

‡ Use Lethality rating if firing bursts

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL BOURKE, Sarah		2. PROFESSION (RANK IF APPLICABLE) Federal Agent		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Tiny Town, KY		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 41 (APR 21)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	10	50	
	Constitution (CON)	12	60	
	Dexterity (DEX)	11	55	
	Intelligence (INT)	14	70	Perceptive
	Power (POW)	10	50	
	Charisma (CHA)	15	75	Approachable
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		11	
	Willpower Points (WP)		10	
Sanity Points (SAN)		50		
Breaking Point (BP)		40		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		15
		15
		15
12. MOTIVATIONS AND MENTAL DISORDERS		
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	60	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	50	<input type="checkbox"/> Forensics (0%)	30	<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	70
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	60	<input type="checkbox"/> Surgery (0%)	20
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)	50	<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	40
	<input type="checkbox"/> Bureaucracy (10%)	40	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	60
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):	20	<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	50	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	20
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	50	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	50			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	70	<input type="checkbox"/> Psychotherapy (10%)	30	<input type="checkbox"/>	

DB=0

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INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR	
	<table style="width:100%; border: none;"> <tr> <td style="width: 50%; border: none; vertical-align: top;"> <p>Concealed Kevlar vest - Armour Rating 3 * Reinforced Kevlar vest - Armour Rating 4 * Tactical body armor - Armour Rating 5 * Kevlar helmet - Armour Rating +1 Agency badge and ID card Pistol holster (belt) 2 spare pistol mags (belt pouch) Tactical light Handcuffs (belt pouch) Agency marked windbreaker jacket Encrypted smartphone</p> </td> <td style="width: 50%; border: none; vertical-align: top;"> <p>Police-band radio with earpiece & throat microphone Small evidence-collection kit * Rugged, encrypted laptop with access to agency networks * First aid kit * Portable fire extinguisher * Spare ammunition</p> </td> </tr> </table>	<p>Concealed Kevlar vest - Armour Rating 3 * Reinforced Kevlar vest - Armour Rating 4 * Tactical body armor - Armour Rating 5 * Kevlar helmet - Armour Rating +1 Agency badge and ID card Pistol holster (belt) 2 spare pistol mags (belt pouch) Tactical light Handcuffs (belt pouch) Agency marked windbreaker jacket Encrypted smartphone</p>
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(a) Unarmed	60%		1D4-1				
(b) Medium Pistol	70%	15m	1D10				15
(c) Light Carbine	70%	100m	1D12 †	3	10%		30
(d)							
(e)							
(f)							
(g)							

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REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY														
		<table border="1" style="width:100%; border-collapse: collapse; font-size: small;"> <tr> <th style="width: 50%;">19. SPECIAL TRAINING</th> <th style="width: 50%;">SKILL OR STAT USED</th> </tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> </table>	19. SPECIAL TRAINING	SKILL OR STAT USED												
19. SPECIAL TRAINING	SKILL OR STAT USED															

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

* In car boot
 † With holographic sight - +20% bonus to hit as long as shooter has taken no damage since last action
 ‡ Use Lethality rating if firing bursts

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL MANZER, Alyson		2. PROFESSION (RANK IF APPLICABLE) Federal Agent		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Mount Airy, NC		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 36 (DEC 19)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	10	50	
	Constitution (CON)	12	60	
	Dexterity (DEX)	13	65	Nimble
	Intelligence (INT)	16	80	Crafty
	Power (POW)	16	80	Strong-willed
	Charisma (CHA)	16	80	Affable
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		11	
	Willpower Points (WP)		16	
Sanity Points (SAN)		80		
Breaking Point (BP)		64		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		16
		16
		16
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	60	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	50	<input type="checkbox"/> Forensics (0%)	30	<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	30	<input type="checkbox"/> Search (20%)	50
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	30	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	60	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)	30	<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	40	<input type="checkbox"/> Melee Weapons (30%)	50	<input type="checkbox"/> Unarmed Combat (40%)	80
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	50	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	20
	<input type="checkbox"/> Demolitions (0%)	20	<input type="checkbox"/> Persuade (20%)	70	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	50	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	50			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	50	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=0

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

THIS IS A WORK OF FICTION

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR Concealed Kevlar vest - Armour Rating 3 * Reinforced Kevlar vest - Armour Rating 4 * Tactical body armor - Armour Rating 5 * Kevlar helmet - Armour Rating +1 Agency badge and ID card Pistol holster (belt) 2 spare pistol mags (belt pouch) Tactical light Handcuffs (belt pouch) Agency marked windbreaker jacket Encrypted smartphone	Police-band radio with earpiece & throat microphone Small evidence-collection kit * Rugged, encrypted laptop with access to agency networks * First aid kit * Portable fire extinguisher * Spare ammunition
	Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.	

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	80%		1D4-1				
(b) Medium Pistol	50%	15m	1D10				15
(c) Light Carbine	50%	100m	1D12 †	3	10%		30
(d)							
(e)							
(f)							
(g)							

* †

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY													
	<table border="1" style="width:100%; border-collapse: collapse;"> <thead> <tr> <th style="width:50%;">19. SPECIAL TRAINING</th> <th style="width:50%;">SKILL OR STAT USED</th> </tr> </thead> <tbody> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> </tbody> </table>		19. SPECIAL TRAINING	SKILL OR STAT USED											
19. SPECIAL TRAINING	SKILL OR STAT USED														

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

* In car boot
 † With holographic sight - +20% bonus to hit as long as shooter has taken no damage since last action
 ‡ Use Lethality rating if firing bursts

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL BIRDSONG, Braxton		2. PROFESSION (RANK IF APPLICABLE) Federal Agent		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Erie, MI		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 51 (JAN 15)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	8	40	Puny
	Constitution (CON)	17	85	Indefatigable
	Dexterity (DEX)	13	65	Lithe
	Intelligence (INT)	14	70	Ingenious
	Power (POW)	10	50	
	Charisma (CHA)	10	50	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		12	
	Willpower Points (WP)		10	
Sanity Points (SAN)		50		
Breaking Point (BP)		40		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE	
		10	
		10	
		10	
	12. MOTIVATIONS AND MENTAL DISORDERS		
	13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted			

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	50	<input type="checkbox"/> Forensics (0%)	50	<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	50
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	20
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	30	<input type="checkbox"/> Stealth (10%)	30
			<input type="checkbox"/> HUMINT (10%)	60	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)	50	<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	50	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	40	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	80
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	50	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	50
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	50	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)	20	<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	50			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	50	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=-1

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

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR								
	Concealed Kevlar vest - Armour Rating 3 * Reinforced Kevlar vest - Armour Rating 4 * Tactical body armor - Armour Rating 5 * Kevlar helmet - Armour Rating +1 Agency badge and ID card Pistol holster (belt) 2 spare pistol mags (belt pouch) Tactical light Handcuffs (belt pouch) Agency marked windbreaker jacket Encrypted smartphone				Police-band radio with earpiece & throat microphone Small evidence-collection kit * Rugged, encrypted laptop with access to agency networks * First aid kit * Portable fire extinguisher * Spare ammunition				
	Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.								
	16.	WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a)	Unarmed	80%		1D4-2				
	(b)	Medium Pistol	50%	15m	1D10				15
	(c)	Light Pistol	50%	10m	1D8				7
	(d)	Shotgun (shot)	70%	75m	2D8 †				5
(e)	Shotgun (slug)	50%	75m	2D8 §				5	
(f)									
(g)									

REMARKS	17. PERSONAL DETAILS AND NOTES		18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY	

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL SWAIM, Valeria		2. PROFESSION (RANK IF APPLICABLE) Federal Agent		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Hetland, SD		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 27 (JUL 21)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES	PSYCHOLOGICAL DATA	11. BONDS	SCORE	
	Strength (STR)	15	75	Sturdy			10	
	Constitution (CON)	12	60				10	
	Dexterity (DEX)	10	50				10	
	Intelligence (INT)	11	55					
	Power (POW)	14	70	Brave				
	Charisma (CHA)	10	50					
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT		12. MOTIVATIONS AND MENTAL DISORDERS		
	Hit Points (HP)		14					
	Willpower Points (WP)		14					
Sanity Points (SAN)		70						
Breaking Point (BP)		56						
10. PHYSICAL DESCRIPTION					13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE			
					Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted			

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	60	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	30
	<input type="checkbox"/> Alertness (20%)	50	<input type="checkbox"/> Forensics (0%)	30	<input type="checkbox"/> Science (0%):	20
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	50
	<input type="checkbox"/> Archeology (0%)	20	<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	20
	<input type="checkbox"/> Art (0%):	20	<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	60	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)	30	<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	60	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	60
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	50	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)	20	<input type="checkbox"/> Persuade (20%)	70	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	50			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	50	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=1

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

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR	
	<table style="width:100%; border: none;"> <tr> <td style="width: 50%; border: none; vertical-align: top;"> <p>Concealed Kevlar vest - Armour Rating 3 * Reinforced Kevlar vest - Armour Rating 4 * Tactical body armor - Armour Rating 5 * Kevlar helmet - Armour Rating +1 Agency badge and ID card Pistol holster (belt) 2 spare pistol mags (belt pouch) Tactical light Handcuffs (belt pouch) Agency marked windbreaker jacket Encrypted smartphone</p> </td> <td style="width: 50%; border: none; vertical-align: top;"> <p>Police-band radio with earpiece & throat microphone Small evidence-collection kit * Rugged, encrypted laptop with access to agency networks * First aid kit * Portable fire extinguisher * Spare ammunition</p> </td> </tr> </table>	<p>Concealed Kevlar vest - Armour Rating 3 * Reinforced Kevlar vest - Armour Rating 4 * Tactical body armor - Armour Rating 5 * Kevlar helmet - Armour Rating +1 Agency badge and ID card Pistol holster (belt) 2 spare pistol mags (belt pouch) Tactical light Handcuffs (belt pouch) Agency marked windbreaker jacket Encrypted smartphone</p>
<p>Concealed Kevlar vest - Armour Rating 3 * Reinforced Kevlar vest - Armour Rating 4 * Tactical body armor - Armour Rating 5 * Kevlar helmet - Armour Rating +1 Agency badge and ID card Pistol holster (belt) 2 spare pistol mags (belt pouch) Tactical light Handcuffs (belt pouch) Agency marked windbreaker jacket Encrypted smartphone</p>	<p>Police-band radio with earpiece & throat microphone Small evidence-collection kit * Rugged, encrypted laptop with access to agency networks * First aid kit * Portable fire extinguisher * Spare ammunition</p>	

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

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	60%		1D4				
(b) Medium Pistol	50%	15m	1D10				15
(c) Light Pistol	50%	10m	1D8				7
(d) Light Carbine	50%	100m	1D12 §	3	10%		30
(e)							
(f)							
(g)							

†
* †

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY													
	<table border="1" style="width:100%; border-collapse: collapse;"> <tr> <th style="width: 50%;">19. SPECIAL TRAINING</th> <th style="width: 50%;">SKILL OR STAT USED</th> </tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> </table>		19. SPECIAL TRAINING	SKILL OR STAT USED											
19. SPECIAL TRAINING	SKILL OR STAT USED														

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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* In car boot damage since last action
 † Ankle holster § Use Lethality rating if firing bursts
 ‡ With holographic sight - +20% bonus to hit as long as shooter has taken no

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL AN, Conrad		2. PROFESSION (RANK IF APPLICABLE) Federal Agent		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Constableville, NY		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 38 (SEP 18)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	17	85	Strapping
	Constitution (CON)	10	50	
	Dexterity (DEX)	8	40	Awkward
	Intelligence (INT)	13	65	Sharp
	Power (POW)	14	70	Calm
	Charisma (CHA)	10	50	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		14	
	Willpower Points (WP)		14	
Sanity Points (SAN)		70		
Breaking Point (BP)		56		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		10
		10
		10
12. MOTIVATIONS AND MENTAL DISORDERS		
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	30	<input type="checkbox"/> Ride (10%)	30
	<input type="checkbox"/> Alertness (20%)	50	<input type="checkbox"/> Forensics (0%)	50	<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)	20	<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	50
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)	50	<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	60	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)	30	<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	60	<input type="checkbox"/> Melee Weapons (30%)	50	<input type="checkbox"/> Unarmed Combat (40%)	60
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	50	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)	20	<input type="checkbox"/> Persuade (20%)	50	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	70			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	50	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=2

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

THIS IS A WORK OF FICTION

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR								
	Concealed Kevlar vest - Armour Rating 3 * Reinforced Kevlar vest - Armour Rating 4 * Tactical body armor - Armour Rating 5 * Kevlar helmet - Armour Rating +1 Agency badge and ID card Pistol holster (belt) 2 spare pistol mags (belt pouch) Tactical light Handcuffs (belt pouch) Agency marked windbreaker jacket Encrypted smartphone				Police-band radio with earpiece & throat microphone Small evidence-collection kit * Rugged, encrypted laptop with access to agency networks * First aid kit * Portable fire extinguisher * Spare ammunition				
	Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.								
	16.	WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a)	Unarmed	60%		1D4+1				
	(b)	Medium Pistol	50%	15m	1D10				15
	(c)	Light Pistol	50%	10m	1D8				7
	(d)	Shotgun (shot)	70%	75m	2D8 †				5
(e)	Shotgun (slug)	50%	75m	2D8 §				5	
(f)									
(g)									

REMARKS	17. PERSONAL DETAILS AND NOTES		18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY	
			19. SPECIAL TRAINING	SKILL OR STAT USED

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL BRUCKER, Ramona		2. PROFESSION (RANK IF APPLICABLE) Federal Agent		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Burneyville, OK		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 40 (MAY 9)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	12	60	
	Constitution (CON)	10	50	
	Dexterity (DEX)	10	50	
	Intelligence (INT)	15	75	Crafty
	Power (POW)	11	55	
	Charisma (CHA)	14	70	Affable
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		11	
	Willpower Points (WP)		11	
Sanity Points (SAN)		55		
Breaking Point (BP)		44		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE	
		14	
		14	
		14	
	12. MOTIVATIONS AND MENTAL DISORDERS		
	13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted			

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	30
	<input type="checkbox"/> Alertness (20%)	50	<input type="checkbox"/> Forensics (0%)	30	<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	30	<input type="checkbox"/> Search (20%)	50
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	60	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)	30	<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	40	<input type="checkbox"/> Melee Weapons (30%)	50	<input type="checkbox"/> Unarmed Combat (40%)	60
	<input type="checkbox"/> Computer Science (0%)	20	<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	30	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	50	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	50	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	30	<input type="checkbox"/> Pharmacy (0%)	50	<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):	20	<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	50			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	50	<input type="checkbox"/> Psychotherapy (10%)	30	<input type="checkbox"/>	

DB=0

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

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INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR	
	<table style="width:100%; border: none;"> <tr> <td style="width: 50%; border: none;"> Concealed Kevlar vest - Armour Rating 3 * Reinforced Kevlar vest - Armour Rating 4 * Tactical body armor - Armour Rating 5 * Kevlar helmet - Armour Rating +1 Agency badge and ID card Pistol holster (belt) 2 spare pistol mags (belt pouch) Tactical light Handcuffs (belt pouch) Agency marked windbreaker jacket Encrypted smartphone </td> <td style="width: 50%; border: none;"> Police-band radio with earpiece & throat microphone Small evidence-collection kit * Rugged, encrypted laptop with access to agency networks * First aid kit * Portable fire extinguisher * Spare ammunition </td> </tr> </table>	Concealed Kevlar vest - Armour Rating 3 * Reinforced Kevlar vest - Armour Rating 4 * Tactical body armor - Armour Rating 5 * Kevlar helmet - Armour Rating +1 Agency badge and ID card Pistol holster (belt) 2 spare pistol mags (belt pouch) Tactical light Handcuffs (belt pouch) Agency marked windbreaker jacket Encrypted smartphone
Concealed Kevlar vest - Armour Rating 3 * Reinforced Kevlar vest - Armour Rating 4 * Tactical body armor - Armour Rating 5 * Kevlar helmet - Armour Rating +1 Agency badge and ID card Pistol holster (belt) 2 spare pistol mags (belt pouch) Tactical light Handcuffs (belt pouch) Agency marked windbreaker jacket Encrypted smartphone	Police-band radio with earpiece & throat microphone Small evidence-collection kit * Rugged, encrypted laptop with access to agency networks * First aid kit * Portable fire extinguisher * Spare ammunition	

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.								
16.	WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	60%		1D4-1				
	(b) Medium Pistol	50%	15m	1D10				15
	(c) Light Pistol	50%	10m	1D8				7
	(d) Shotgun (shot)	70%	75m	2D8 †				5
	(e) Shotgun (slug)	50%	75m	2D8 §				5
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY														
		<table border="1" style="width:100%; border-collapse: collapse;"> <tr> <td style="width: 50%;">19. SPECIAL TRAINING</td> <td style="width: 50%;">SKILL OR STAT USED</td> </tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> </table>	19. SPECIAL TRAINING	SKILL OR STAT USED												
19. SPECIAL TRAINING	SKILL OR STAT USED															

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL STLOUIS, Stevie		2. PROFESSION (RANK IF APPLICABLE) Federal Agent		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Washington, DC		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 48 (FEB 22)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	8	40	Puny
	Constitution (CON)	14	70	Resilient
	Dexterity (DEX)	13	65	Slick
	Intelligence (INT)	10	50	
	Power (POW)	10	50	
	Charisma (CHA)	17	85	Captivating
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		11	
	Willpower Points (WP)		10	
Sanity Points (SAN)		50		
Breaking Point (BP)		40		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE	
		17	
		17	
		17	
	12. MOTIVATIONS AND MENTAL DISORDERS		
	13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted			

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	50	<input type="checkbox"/> Forensics (0%)	30	<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	50
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)	50	<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):	20	<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	80	<input type="checkbox"/> Surgery (0%)	20
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)	30	<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	40	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	60
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):	20	<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	70	<input type="checkbox"/> Occult (10%)	30	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	70	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):	20	<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	50			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	50	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=-1

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

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR Concealed Kevlar vest - Armour Rating 3 * Reinforced Kevlar vest - Armour Rating 4 * Tactical body armor - Armour Rating 5 * Kevlar helmet - Armour Rating +1 Agency badge and ID card Pistol holster (belt) 2 spare pistol mags (belt pouch) Tactical light Handcuffs (belt pouch) Agency marked windbreaker jacket Encrypted smartphone	Police-band radio with earpiece & throat microphone Small evidence-collection kit * Rugged, encrypted laptop with access to agency networks * First aid kit * Portable fire extinguisher * Spare ammunition
	Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.	

16.	WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a)	Unarmed	60%		1D4-2				
(b)	Medium Pistol	50%	15m	1D10				15
(c)	Light Pistol	50%	10m	1D8				7
(d)	Light Carbine	50%	100m	1D12 §	3	10%		30
(e)								
(f)								
(g)								

†
* †

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY													
		<table border="1" style="width:100%; border-collapse: collapse;"> <thead> <tr> <th style="width:50%;">19. SPECIAL TRAINING</th> <th style="width:50%;">SKILL OR STAT USED</th> </tr> </thead> <tbody> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> </tbody> </table>	19. SPECIAL TRAINING	SKILL OR STAT USED											
19. SPECIAL TRAINING	SKILL OR STAT USED														
Please indicate why this agent was recruited and why the agent agreed to be recruited.															

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20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL WHISNANT, Alysha		2. PROFESSION (RANK IF APPLICABLE) Federal Agent		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) North Fork, ID		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 52 (SEP 6)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	10	50	
	Constitution (CON)	11	55	
	Dexterity (DEX)	12	60	
	Intelligence (INT)	13	65	Ingenious
	Power (POW)	15	75	Brave
	Charisma (CHA)	10	50	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		10	
	Willpower Points (WP)		15	
Sanity Points (SAN)		75		
Breaking Point (BP)		60		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		10
		10
		10
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	30
	<input type="checkbox"/> Alertness (20%)	50	<input type="checkbox"/> Forensics (0%)	30	<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	50
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):	20	<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	60	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)	30	<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)	20	<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	40	<input type="checkbox"/> Melee Weapons (30%)	50	<input type="checkbox"/> Unarmed Combat (40%)	80
	<input type="checkbox"/> Computer Science (0%)	50	<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	70	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	50	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	50	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	50			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	70	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=0

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

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR	
	<table style="width:100%; border: none;"> <tr> <td style="width: 50%; border: none; vertical-align: top;"> <p>Concealed Kevlar vest - Armour Rating 3 * Reinforced Kevlar vest - Armour Rating 4 * Tactical body armor - Armour Rating 5 * Kevlar helmet - Armour Rating +1 Agency badge and ID card Pistol holster (belt) 2 spare pistol mags (belt pouch) Tactical light Handcuffs (belt pouch) Agency marked windbreaker jacket Encrypted smartphone</p> </td> <td style="width: 50%; border: none; vertical-align: top;"> <p>Police-band radio with earpiece & throat microphone Small evidence-collection kit * Rugged, encrypted laptop with access to agency networks * First aid kit * Portable fire extinguisher * Spare ammunition</p> </td> </tr> </table>	<p>Concealed Kevlar vest - Armour Rating 3 * Reinforced Kevlar vest - Armour Rating 4 * Tactical body armor - Armour Rating 5 * Kevlar helmet - Armour Rating +1 Agency badge and ID card Pistol holster (belt) 2 spare pistol mags (belt pouch) Tactical light Handcuffs (belt pouch) Agency marked windbreaker jacket Encrypted smartphone</p>
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Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	80%		1D4-1				
(b) Medium Pistol	70%	15m	1D10				15
(c) Light Carbine	70%	100m	1D12 †	3	10%		30
(d)							
(e)							
(f)							
(g)							

* †

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY													
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19. SPECIAL TRAINING	SKILL OR STAT USED														

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

* In car boot
 † With holographic sight - +20% bonus to hit as long as shooter has taken no damage since last action
 ‡ Use Lethality rating if firing bursts

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL FAIRMAN, Ian		2. PROFESSION (RANK IF APPLICABLE) Federal Agent		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Hanover, MA		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 45 (MAR 25)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES	PSYCHOLOGICAL DATA	11. BONDS	SCORE	
	Strength (STR)	14	70	Powerful			12	
	Constitution (CON)	11	55				12	
	Dexterity (DEX)	9	45				12	
	Intelligence (INT)	11	55					
	Power (POW)	15	75	Forbearing				
	Charisma (CHA)	12	60					
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT		12. MOTIVATIONS AND MENTAL DISORDERS		
	Hit Points (HP)		12					
	Willpower Points (WP)		15					
Sanity Points (SAN)		75						
Breaking Point (BP)		60						
10. PHYSICAL DESCRIPTION					13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE			
					Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted			

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	50	<input type="checkbox"/> Forensics (0%)	30	<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	30	<input type="checkbox"/> Search (20%)	50
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	20
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	80	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)	20	<input type="checkbox"/> Law (0%)	50	<input type="checkbox"/> Survival (10%)	30
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	40	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	60
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	50	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	20
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	50	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)	50	<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	70			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	50	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

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

DB=1

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR Concealed Kevlar vest - Armour Rating 3 * Reinforced Kevlar vest - Armour Rating 4 * Tactical body armor - Armour Rating 5 * Kevlar helmet - Armour Rating +1 Agency badge and ID card Pistol holster (belt) 2 spare pistol mags (belt pouch) Tactical light Handcuffs (belt pouch) Agency marked windbreaker jacket Encrypted smartphone	Police-band radio with earpiece & throat microphone Small evidence-collection kit * Rugged, encrypted laptop with access to agency networks * First aid kit * Portable fire extinguisher * Spare ammunition
	Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.	

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	60%		1D4				
(b) Medium Pistol	50%	15m	1D10				15
(c) Light Carbine	50%	100m	1D12 †	3	10%		30
(d)							
(e)							
(f)							
(g)							

* †

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY													
	<table border="1" style="width:100%; border-collapse: collapse;"> <thead> <tr> <th style="width:70%;">19. SPECIAL TRAINING</th> <th style="width:30%;">SKILL OR STAT USED</th> </tr> </thead> <tbody> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> </tbody> </table>		19. SPECIAL TRAINING	SKILL OR STAT USED											
19. SPECIAL TRAINING	SKILL OR STAT USED														

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20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

* In car boot
 † With holographic sight - +20% bonus to hit as long as shooter has taken no damage since last action
 ‡ Use Lethality rating if firing bursts

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL BABB, Leandra		2. PROFESSION (RANK IF APPLICABLE) Federal Agent		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Igo, CA		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 43 (JUL 17)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES	PSYCHOLOGICAL DATA	11. BONDS	SCORE	
	Strength (STR)	13	65	Sturdy			11	
	Constitution (CON)	12	60				11	
	Dexterity (DEX)	11	55				11	
	Intelligence (INT)	12	60					
	Power (POW)	13	65	Brave				
	Charisma (CHA)	11	55					
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT		12. MOTIVATIONS AND MENTAL DISORDERS		
	Hit Points (HP)		12					
	Willpower Points (WP)		13					
Sanity Points (SAN)		65						
Breaking Point (BP)		52						
10. PHYSICAL DESCRIPTION					13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE			
					Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted			

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	30	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	50	<input type="checkbox"/> Forensics (0%)	30	<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	30	<input type="checkbox"/> Search (20%)	50
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)	20	<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	30	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	60	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)	30	<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	40
	<input type="checkbox"/> Bureaucracy (10%)	40	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	60
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	50	<input type="checkbox"/> Occult (10%)	30	<input type="checkbox"/>	50
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	50	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	30	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	50	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	50			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	50	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

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

DB=1

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR	
	<table style="width: 100%; border: none;"> <tr> <td style="width: 50%; border: none; vertical-align: top;"> <p>Concealed Kevlar vest - Armour Rating 3 * Reinforced Kevlar vest - Armour Rating 4 * Tactical body armor - Armour Rating 5 * Kevlar helmet - Armour Rating +1 Agency badge and ID card Pistol holster (belt) 2 spare pistol mags (belt pouch) Tactical light Handcuffs (belt pouch) Agency marked windbreaker jacket Encrypted smartphone</p> </td> <td style="width: 50%; border: none; vertical-align: top;"> <p>Police-band radio with earpiece & throat microphone Small evidence-collection kit * Rugged, encrypted laptop with access to agency networks * First aid kit * Portable fire extinguisher * Spare ammunition</p> </td> </tr> </table>	<p>Concealed Kevlar vest - Armour Rating 3 * Reinforced Kevlar vest - Armour Rating 4 * Tactical body armor - Armour Rating 5 * Kevlar helmet - Armour Rating +1 Agency badge and ID card Pistol holster (belt) 2 spare pistol mags (belt pouch) Tactical light Handcuffs (belt pouch) Agency marked windbreaker jacket Encrypted smartphone</p>
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Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	60%		1D4				
(b) Medium Pistol	50%	15m	1D10				15
(c) Shotgun (shot)	70%	75m	2D8 †				5 *
(d) Shotgun (slug)	50%	75m	2D8 ‡				5 *
(e)							
(f)							
(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY													
		<table border="1" style="width: 100%; border-collapse: collapse;"> <tr> <th style="width: 50%;">19. SPECIAL TRAINING</th> <th style="width: 50%;">SKILL OR STAT USED</th> </tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> </table>	19. SPECIAL TRAINING	SKILL OR STAT USED											
19. SPECIAL TRAINING	SKILL OR STAT USED														

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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* In car boot
 † Half damage beyond base range
 ‡ Damage reduced to 2D6 beyond base range

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL MOREJON, Orlando		2. PROFESSION (RANK IF APPLICABLE) Federal Agent		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Shell Lake, WI		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 29 (JUL 7)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	14	70	Muscular
	Constitution (CON)	12	60	
	Dexterity (DEX)	11	55	
	Intelligence (INT)	10	50	
	Power (POW)	10	50	
	Charisma (CHA)	15	75	Prepossessing
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		13	
	Willpower Points (WP)		10	
Sanity Points (SAN)		50		
Breaking Point (BP)		40		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		15
		15
		15
12. MOTIVATIONS AND MENTAL DISORDERS		
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	30	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	50	<input type="checkbox"/> Forensics (0%)	30	<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	30	<input type="checkbox"/> Search (20%)	50
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	60	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)	50	<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)	20	<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	40	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	80
	<input type="checkbox"/> Computer Science (0%)	50	<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	50	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	20
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	50	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	70			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	50	<input type="checkbox"/> Psychotherapy (10%)	30	<input type="checkbox"/>	

DB=1

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

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR	
	<table style="width:100%; border: none;"> <tr> <td style="width: 50%; border: none; vertical-align: top;"> <p>Concealed Kevlar vest - Armour Rating 3 * Reinforced Kevlar vest - Armour Rating 4 * Tactical body armor - Armour Rating 5 * Kevlar helmet - Armour Rating +1 Agency badge and ID card Pistol holster (belt) 2 spare pistol mags (belt pouch) Tactical light Handcuffs (belt pouch) Agency marked windbreaker jacket Encrypted smartphone</p> </td> <td style="width: 50%; border: none; vertical-align: top;"> <p>Police-band radio with earpiece & throat microphone Small evidence-collection kit * Rugged, encrypted laptop with access to agency networks * First aid kit * Portable fire extinguisher * Spare ammunition</p> </td> </tr> </table>	<p>Concealed Kevlar vest - Armour Rating 3 * Reinforced Kevlar vest - Armour Rating 4 * Tactical body armor - Armour Rating 5 * Kevlar helmet - Armour Rating +1 Agency badge and ID card Pistol holster (belt) 2 spare pistol mags (belt pouch) Tactical light Handcuffs (belt pouch) Agency marked windbreaker jacket Encrypted smartphone</p>
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Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	80%		1D4				
(b) Medium Pistol	50%	15m	1D10				15
(c) Shotgun (shot)	70%	75m	2D8 †				5 *
(d) Shotgun (slug)	50%	75m	2D8 ‡				5 *
(e)							
(f)							
(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY													
		<table border="1" style="width:100%; border-collapse: collapse;"> <tr> <th style="width: 50%;">19. SPECIAL TRAINING</th> <th style="width: 50%;">SKILL OR STAT USED</th> </tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> </table>	19. SPECIAL TRAINING	SKILL OR STAT USED											
19. SPECIAL TRAINING	SKILL OR STAT USED														

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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* In car boot
 † Half damage beyond base range
 ‡ Damage reduced to 2D6 beyond base range

THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL BARBEAU, Alisa		2. PROFESSION (RANK IF APPLICABLE) Federal Agent		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Moclips, WA		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 38 (MAY 5)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	12	60	
	Constitution (CON)	11	55	
	Dexterity (DEX)	13	65	Lithe
	Intelligence (INT)	13	65	Cunning
	Power (POW)	12	60	
	Charisma (CHA)	11	55	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		12	
	Willpower Points (WP)		12	
Sanity Points (SAN)		60		
Breaking Point (BP)		48		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		11
		11
		11
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	30	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	50	<input type="checkbox"/> Forensics (0%)	30	<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	50
	<input type="checkbox"/> Archeology (0%)	20	<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	80	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)	30	<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	40
	<input type="checkbox"/> Bureaucracy (10%)	40	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	60
	<input type="checkbox"/> Computer Science (0%)	50	<input type="checkbox"/> Military Science (0%):	20	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):	20	<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
			<input type="checkbox"/> Occult (10%)	30	<input type="checkbox"/>	
	<input type="checkbox"/> Criminology (10%)	50	<input type="checkbox"/> Persuade (20%)	50	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	50			<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	50			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	50	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=0

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

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR	
	<table style="width:100%; border: none;"> <tr> <td style="width: 50%; border: none;"> <p>Concealed Kevlar vest - Armour Rating 3 * Reinforced Kevlar vest - Armour Rating 4 * Tactical body armor - Armour Rating 5 * Kevlar helmet - Armour Rating +1 Agency badge and ID card Pistol holster (belt) 2 spare pistol mags (belt pouch) Tactical light Handcuffs (belt pouch) Agency marked windbreaker jacket Encrypted smartphone</p> </td> <td style="width: 50%; border: none;"> <p>Police-band radio with earpiece & throat microphone Small evidence-collection kit * Rugged, encrypted laptop with access to agency networks * First aid kit * Portable fire extinguisher * Spare ammunition</p> </td> </tr> </table>	<p>Concealed Kevlar vest - Armour Rating 3 * Reinforced Kevlar vest - Armour Rating 4 * Tactical body armor - Armour Rating 5 * Kevlar helmet - Armour Rating +1 Agency badge and ID card Pistol holster (belt) 2 spare pistol mags (belt pouch) Tactical light Handcuffs (belt pouch) Agency marked windbreaker jacket Encrypted smartphone</p>
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Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	60%		1D4-1				
(b) Medium Pistol	50%	15m	1D10				15
(c) Light Pistol	50%	10m	1D8				7
(d) Shotgun (shot)	70%	75m	2D8 †				5
(e) Shotgun (slug)	50%	75m	2D8 §				5
(f)							
(g)							

† * *

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY														
		<table border="1" style="width:100%; border-collapse: collapse;"> <tr> <th style="width: 50%;">19. SPECIAL TRAINING</th> <th style="width: 50%;">SKILL OR STAT USED</th> </tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> </table>	19. SPECIAL TRAINING	SKILL OR STAT USED												
19. SPECIAL TRAINING	SKILL OR STAT USED															

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
-------------------------	---------------------

THIS IS A WORK OF FICTION

* In car boot range
 † Ankle holster
 ‡ Half damage beyond base range
 § Damage reduced to 2D6 beyond base

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL LINEHAN, Reuben		2. PROFESSION (RANK IF APPLICABLE) Federal Agent		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Canton, WI		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 30 (SEP 10)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	10	50	
	Constitution (CON)	13	65	Resistant
	Dexterity (DEX)	14	70	Deft
	Intelligence (INT)	12	60	
	Power (POW)	15	75	Strong-willed
	Charisma (CHA)	7	35	Shy
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		12	
	Willpower Points (WP)		15	
Sanity Points (SAN)		75		
Breaking Point (BP)		60		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		7
		7
		7
12. MOTIVATIONS AND MENTAL DISORDERS		
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	30	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	50	<input type="checkbox"/> Forensics (0%)	30	<input type="checkbox"/> Science (0%):	20
	<input type="checkbox"/> Anthropology (0%)	20	<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	70
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	30
			<input type="checkbox"/> HUMINT (10%)	60	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)	30	<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	40
	<input type="checkbox"/> Bureaucracy (10%)	40	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	60
	<input type="checkbox"/> Computer Science (0%)	20	<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	50	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	50
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	50	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	50			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	70	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=0

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

THIS IS A WORK OF FICTION

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR	
	<table style="width:100%; border: none;"> <tr> <td style="width: 50%; border: none; vertical-align: top;"> <p>Concealed Kevlar vest - Armour Rating 3 * Reinforced Kevlar vest - Armour Rating 4 * Tactical body armor - Armour Rating 5 * Kevlar helmet - Armour Rating +1 Agency badge and ID card Pistol holster (belt) 2 spare pistol mags (belt pouch) Tactical light Handcuffs (belt pouch) Agency marked windbreaker jacket Encrypted smartphone</p> </td> <td style="width: 50%; border: none; vertical-align: top;"> <p>Police-band radio with earpiece & throat microphone Small evidence-collection kit * Rugged, encrypted laptop with access to agency networks * First aid kit * Portable fire extinguisher * Spare ammunition</p> </td> </tr> </table>	<p>Concealed Kevlar vest - Armour Rating 3 * Reinforced Kevlar vest - Armour Rating 4 * Tactical body armor - Armour Rating 5 * Kevlar helmet - Armour Rating +1 Agency badge and ID card Pistol holster (belt) 2 spare pistol mags (belt pouch) Tactical light Handcuffs (belt pouch) Agency marked windbreaker jacket Encrypted smartphone</p>
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Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	60%		1D4-1				
(b) Medium Pistol	70%	15m	1D10				15
(c) Light Pistol	70%	10m	1D8				7
(d) Shotgun (shot)	90%	75m	2D8 †				5
(e) Shotgun (slug)	70%	75m	2D8 §				5
(f)							
(g)							

† * *

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY													
		<table border="1" style="width:100%; border-collapse: collapse;"> <tr> <th style="width: 50%;">19. SPECIAL TRAINING</th> <th style="width: 50%;">SKILL OR STAT USED</th> </tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> </table>	19. SPECIAL TRAINING	SKILL OR STAT USED											
19. SPECIAL TRAINING	SKILL OR STAT USED														

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

* In car boot range
 † Ankle holster
 ‡ Half damage beyond base range
 § Damage reduced to 2D6 beyond base

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL BARNHOUSE, Jonathan		2. PROFESSION (RANK IF APPLICABLE) Federal Agent		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Madison, KS		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 37 (DEC 9)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	12	60	
	Constitution (CON)	13	65	Resilient
	Dexterity (DEX)	10	50	
	Intelligence (INT)	14	70	Perceptive
	Power (POW)	13	65	Strong-willed
	Charisma (CHA)	6	30	Silent
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		12	
	Willpower Points (WP)		13	
Sanity Points (SAN)		65		
Breaking Point (BP)		52		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		6
		6
		6
12. MOTIVATIONS AND MENTAL DISORDERS		
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	50	<input type="checkbox"/> Forensics (0%)	30	<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	50
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	80	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)	30	<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	60	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	60
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):	20	<input type="checkbox"/> Navigate (10%)	30	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	70	<input type="checkbox"/> Occult (10%)	30	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	50	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)	50	<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	50	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	70			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	50	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=0

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

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INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR Concealed Kevlar vest - Armour Rating 3 * Reinforced Kevlar vest - Armour Rating 4 * Tactical body armor - Armour Rating 5 * Kevlar helmet - Armour Rating +1 Agency badge and ID card Pistol holster (belt) 2 spare pistol mags (belt pouch) Tactical light Handcuffs (belt pouch) Agency marked windbreaker jacket Encrypted smartphone	Police-band radio with earpiece & throat microphone Small evidence-collection kit * Rugged, encrypted laptop with access to agency networks * First aid kit * Portable fire extinguisher * Spare ammunition
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Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	60%		1D4-1				
(b) Medium Pistol	50%	15m	1D10				15
(c) Light Carbine	50%	100m	1D12 †	3	10%		30
(d)							
(e)							
(f)							
(g)							

* †

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY													
		<table border="1" style="width:100%; border-collapse: collapse;"> <thead> <tr> <th style="width: 50%;">19. SPECIAL TRAINING</th> <th style="width: 50%;">SKILL OR STAT USED</th> </tr> </thead> <tbody> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> </tbody> </table>	19. SPECIAL TRAINING	SKILL OR STAT USED											
19. SPECIAL TRAINING	SKILL OR STAT USED														

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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* In car boot

† Use Lethality rating if firing bursts

† With holographic sight - +20% bonus to hit as long as shooter has taken no damage since last action

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL PROVENCHER, Larry		2. PROFESSION (RANK IF APPLICABLE) Federal Agent		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Egan, IL		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 52 (MAY 15)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	8	40	Puny
	Constitution (CON)	10	50	
	Dexterity (DEX)	17	85	Acrobatic
	Intelligence (INT)	13	65	Ingenious
	Power (POW)	14	70	Unflinching
	Charisma (CHA)	10	50	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		9	
	Willpower Points (WP)		14	
Sanity Points (SAN)		70		
Breaking Point (BP)		56		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		10
		10
		10
12. MOTIVATIONS AND MENTAL DISORDERS		
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	30
	<input type="checkbox"/> Alertness (20%)	50	<input type="checkbox"/> Forensics (0%)	30	<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	30	<input type="checkbox"/> Search (20%)	50
	<input type="checkbox"/> Archeology (0%)	20	<input type="checkbox"/> Heavy Weapons (0%)	50	<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):	20	<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	30
			<input type="checkbox"/> HUMINT (10%)	60	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)	30	<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)	20	<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	40	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	60
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	50	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	70	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	50	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	50			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	50	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=-1

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

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INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR								
	Concealed Kevlar vest - Armour Rating 3 * Reinforced Kevlar vest - Armour Rating 4 * Tactical body armor - Armour Rating 5 * Kevlar helmet - Armour Rating +1 Agency badge and ID card Pistol holster (belt) 2 spare pistol mags (belt pouch) Tactical light Handcuffs (belt pouch) Agency marked windbreaker jacket Encrypted smartphone				Police-band radio with earpiece & throat microphone Small evidence-collection kit * Rugged, encrypted laptop with access to agency networks * First aid kit * Portable fire extinguisher * Spare ammunition				
	Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.								
	16.	WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a)	Unarmed	60%		1D4-2				
	(b)	Medium Pistol	50%	15m	1D10				15
	(c)	Light Pistol	50%	10m	1D8				7
	(d)	Shotgun (shot)	70%	75m	2D8 †				5
(e)	Shotgun (slug)	50%	75m	2D8 §				5	
(f)									
(g)									

REMARKS	17. PERSONAL DETAILS AND NOTES		18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY	
			19. SPECIAL TRAINING	SKILL OR STAT USED

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL ADELMAN, Hillary		2. PROFESSION (RANK IF APPLICABLE) Federal Agent		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Head Waters, VA		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 29 (OCT 11)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES	PSYCHOLOGICAL DATA	11. BONDS	SCORE	
	Strength (STR)	10	50				10	
	Constitution (CON)	14	70	Fit			10	
	Dexterity (DEX)	11	55				10	
	Intelligence (INT)	12	60					
	Power (POW)	15	75	Calm				
	Charisma (CHA)	10	50					
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT		12. MOTIVATIONS AND MENTAL DISORDERS		
	Hit Points (HP)		12					
	Willpower Points (WP)		15					
Sanity Points (SAN)		75						
Breaking Point (BP)		60						
10. PHYSICAL DESCRIPTION				13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE				
				Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted				

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	30	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	50	<input type="checkbox"/> Forensics (0%)	50	<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	50
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):	20	<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	80	<input type="checkbox"/> Surgery (0%)	20
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)	30	<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)	20	<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	40	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	60
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	50	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	50	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)	50	<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):	20	<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	50			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	70	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=0

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

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INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR	
	<table style="width: 100%; border: none;"> <tr> <td style="width: 50%; border: none; vertical-align: top;"> <p>Concealed Kevlar vest - Armour Rating 3 * Reinforced Kevlar vest - Armour Rating 4 * Tactical body armor - Armour Rating 5 * Kevlar helmet - Armour Rating +1 Agency badge and ID card Pistol holster (belt) 2 spare pistol mags (belt pouch) Tactical light Handcuffs (belt pouch) Agency marked windbreaker jacket Encrypted smartphone</p> </td> <td style="width: 50%; border: none; vertical-align: top;"> <p>Police-band radio with earpiece & throat microphone Small evidence-collection kit * Rugged, encrypted laptop with access to agency networks * First aid kit * Portable fire extinguisher * Spare ammunition</p> </td> </tr> </table>	<p>Concealed Kevlar vest - Armour Rating 3 * Reinforced Kevlar vest - Armour Rating 4 * Tactical body armor - Armour Rating 5 * Kevlar helmet - Armour Rating +1 Agency badge and ID card Pistol holster (belt) 2 spare pistol mags (belt pouch) Tactical light Handcuffs (belt pouch) Agency marked windbreaker jacket Encrypted smartphone</p>
<p>Concealed Kevlar vest - Armour Rating 3 * Reinforced Kevlar vest - Armour Rating 4 * Tactical body armor - Armour Rating 5 * Kevlar helmet - Armour Rating +1 Agency badge and ID card Pistol holster (belt) 2 spare pistol mags (belt pouch) Tactical light Handcuffs (belt pouch) Agency marked windbreaker jacket Encrypted smartphone</p>	<p>Police-band radio with earpiece & throat microphone Small evidence-collection kit * Rugged, encrypted laptop with access to agency networks * First aid kit * Portable fire extinguisher * Spare ammunition</p>	

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.								
16.	WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	60%		1D4-1				
	(b) Medium Pistol	70%	15m	1D10				15
	(c) Light Pistol	70%	10m	1D8				7
	(d) Shotgun (shot)	90%	75m	2D8 †				5
	(e) Shotgun (slug)	70%	75m	2D8 §				5
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY														
		<table border="1" style="width: 100%; border-collapse: collapse;"> <tr> <td style="width: 50%;">19. SPECIAL TRAINING</td> <td style="width: 50%;">SKILL OR STAT USED</td> </tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> </table>	19. SPECIAL TRAINING	SKILL OR STAT USED												
19. SPECIAL TRAINING	SKILL OR STAT USED															

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL WHITAKER, Roderick		2. PROFESSION (RANK IF APPLICABLE) Federal Agent	
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Waterville, KS	
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 45 (NOV 6)	7. EDUCATION AND OCCUPATIONAL HISTORY	

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	14	70	Powerful
	Constitution (CON)	13	65	Perfect health
	Dexterity (DEX)	10	50	
	Intelligence (INT)	8	40	Ignorant
	Power (POW)	17	85	Imperturbable
	Charisma (CHA)	10	50	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		14	
	Willpower Points (WP)		17	
Sanity Points (SAN)		85		
Breaking Point (BP)		68		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		10
		10
		10
12. MOTIVATIONS AND MENTAL DISORDERS		
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	30	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	50	<input type="checkbox"/> Forensics (0%)	30	<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	50
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	20
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	80	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)	30	<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	50	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	40	<input type="checkbox"/> Melee Weapons (30%)	50	<input type="checkbox"/> Unarmed Combat (40%)	60
	<input type="checkbox"/> Computer Science (0%)	50	<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	70	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	50	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)	20	<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	70			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	50	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=1

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

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR								
	Concealed Kevlar vest - Armour Rating 3 * Reinforced Kevlar vest - Armour Rating 4 * Tactical body armor - Armour Rating 5 * Kevlar helmet - Armour Rating +1 Agency badge and ID card Pistol holster (belt) 2 spare pistol mags (belt pouch) Tactical light Handcuffs (belt pouch) Agency marked windbreaker jacket Encrypted smartphone				Police-band radio with earpiece & throat microphone Small evidence-collection kit * Rugged, encrypted laptop with access to agency networks * First aid kit * Portable fire extinguisher * Spare ammunition				
	Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.								
	16.	WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a)	Unarmed	60%		1D4				
	(b)	Medium Pistol	50%	15m	1D10				15
	(c)	Shotgun (shot)	70%	75m	2D8 †				5
	(d)	Shotgun (slug)	50%	75m	2D8 ‡				5
(e)									
(f)									
(g)									

REMARKS	17. PERSONAL DETAILS AND NOTES		18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY	
			19. SPECIAL TRAINING	SKILL OR STAT USED

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL CONSIDINE, Pauline		2. PROFESSION (RANK IF APPLICABLE) Federal Agent		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Fort Leonard Woo, MO		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 45 (JAN 24)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	17	85	Huge
	Constitution (CON)	15	75	Resistant
	Dexterity (DEX)	14	70	Nimble
	Intelligence (INT)	15	75	Ingenious
	Power (POW)	5	25	Meek
	Charisma (CHA)	12	60	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		16	
	Willpower Points (WP)		5	
Sanity Points (SAN)		25		
Breaking Point (BP)		20		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE	
		12	
		12	
		12	
	12. MOTIVATIONS AND MENTAL DISORDERS		
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE			
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted			

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	30
	<input type="checkbox"/> Alertness (20%)	50	<input type="checkbox"/> Forensics (0%)	50	<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	50
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	60	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)	30	<input type="checkbox"/> Survival (10%)	30
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	40
	<input type="checkbox"/> Bureaucracy (10%)	40	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	80
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):	20	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	50	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	50	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)	50	<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):	20	<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	70			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	50	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=2

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

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR	
	<table style="width:100%; border: none;"> <tr> <td style="width: 50%; border: none; vertical-align: top;"> <p>Concealed Kevlar vest - Armour Rating 3 * Reinforced Kevlar vest - Armour Rating 4 * Tactical body armor - Armour Rating 5 * Kevlar helmet - Armour Rating +1 Agency badge and ID card Pistol holster (belt) 2 spare pistol mags (belt pouch) Tactical light Handcuffs (belt pouch) Agency marked windbreaker jacket Encrypted smartphone</p> </td> <td style="width: 50%; border: none; vertical-align: top;"> <p>Police-band radio with earpiece & throat microphone Small evidence-collection kit * Rugged, encrypted laptop with access to agency networks * First aid kit * Portable fire extinguisher * Spare ammunition</p> </td> </tr> </table>	<p>Concealed Kevlar vest - Armour Rating 3 * Reinforced Kevlar vest - Armour Rating 4 * Tactical body armor - Armour Rating 5 * Kevlar helmet - Armour Rating +1 Agency badge and ID card Pistol holster (belt) 2 spare pistol mags (belt pouch) Tactical light Handcuffs (belt pouch) Agency marked windbreaker jacket Encrypted smartphone</p>
<p>Concealed Kevlar vest - Armour Rating 3 * Reinforced Kevlar vest - Armour Rating 4 * Tactical body armor - Armour Rating 5 * Kevlar helmet - Armour Rating +1 Agency badge and ID card Pistol holster (belt) 2 spare pistol mags (belt pouch) Tactical light Handcuffs (belt pouch) Agency marked windbreaker jacket Encrypted smartphone</p>	<p>Police-band radio with earpiece & throat microphone Small evidence-collection kit * Rugged, encrypted laptop with access to agency networks * First aid kit * Portable fire extinguisher * Spare ammunition</p>	

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

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	80%		1D4+1				
(b) Medium Pistol	50%	15m	1D10				15
(c) Light Carbine	50%	100m	1D12 †	3	10%		30
(d)							
(e)							
(f)							
(g)							

* †

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY														
		<table border="1" style="width:100%; border-collapse: collapse; font-size: x-small;"> <tr> <th style="width: 60%;">19. SPECIAL TRAINING</th> <th style="width: 40%;">SKILL OR STAT USED</th> </tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> </table>	19. SPECIAL TRAINING	SKILL OR STAT USED												
19. SPECIAL TRAINING	SKILL OR STAT USED															

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

* In car boot
 † With holographic sight - +20% bonus to hit as long as shooter has taken no damage since last action
 ‡ Use Lethality rating if firing bursts

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL STOLL, Samuel		2. PROFESSION (RANK IF APPLICABLE) Federal Agent		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Wallowa, OR		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 42 (FEB 15)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	12	60	
	Constitution (CON)	15	75	Resistant
	Dexterity (DEX)	10	50	
	Intelligence (INT)	10	50	
	Power (POW)	14	70	Calm
	Charisma (CHA)	11	55	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		14	
	Willpower Points (WP)		14	
Sanity Points (SAN)		70		
Breaking Point (BP)		56		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE	
		11	
		11	
		11	
	12. MOTIVATIONS AND MENTAL DISORDERS		
	13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted			

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	30	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	70	<input type="checkbox"/> Forensics (0%)	30	<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	30	<input type="checkbox"/> Search (20%)	50
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)	20	<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	60	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)	30	<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	50	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	40
	<input type="checkbox"/> Bureaucracy (10%)	40	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	60
	<input type="checkbox"/> Computer Science (0%)	50	<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	50	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	50	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):	20	<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	50			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	70	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=0

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

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INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR Concealed Kevlar vest - Armour Rating 3 * Reinforced Kevlar vest - Armour Rating 4 * Tactical body armor - Armour Rating 5 * Kevlar helmet - Armour Rating +1 Agency badge and ID card Pistol holster (belt) 2 spare pistol mags (belt pouch) Tactical light Handcuffs (belt pouch) Agency marked windbreaker jacket Encrypted smartphone	Police-band radio with earpiece & throat microphone Small evidence-collection kit * Rugged, encrypted laptop with access to agency networks * First aid kit * Portable fire extinguisher * Spare ammunition
	Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.	

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	60%		1D4-1				
(b) Medium Pistol	70%	15m	1D10				15
(c) Light Pistol	70%	10m	1D8				7
(d) Light Carbine	70%	100m	1D12 §	3	10%		30
(e)							
(f)							
(g)							

†
* †

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY													
	<table border="1" style="width:100%; border-collapse: collapse;"> <thead> <tr> <th style="width:50%;">19. SPECIAL TRAINING</th> <th style="width:50%;">SKILL OR STAT USED</th> </tr> </thead> <tbody> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> </tbody> </table>		19. SPECIAL TRAINING	SKILL OR STAT USED											
19. SPECIAL TRAINING	SKILL OR STAT USED														

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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* In car boot damage since last action
 † Ankle holster ‡ Use Lethality rating if firing bursts
 ‡ With holographic sight - +20% bonus to hit as long as shooter has taken no

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL HENSLER, Jane		2. PROFESSION (RANK IF APPLICABLE) Federal Agent		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Fruitvale, CO		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 27 (MAR 14)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	13	65	Sturdy
	Constitution (CON)	9	45	
	Dexterity (DEX)	13	65	Slick
	Intelligence (INT)	13	65	Perceptive
	Power (POW)	9	45	
	Charisma (CHA)	13	65	Affable
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		11	
	Willpower Points (WP)		9	
Sanity Points (SAN)		45		
Breaking Point (BP)		36		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		13
		13
		13
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	70	<input type="checkbox"/> Forensics (0%)	30	<input type="checkbox"/> Science (0%):	20
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	50
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	60	<input type="checkbox"/> Surgery (0%)	20
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)	50	<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	40	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	60
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	70	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	20
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	70	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)	50	<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	50			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	50	<input type="checkbox"/> Psychotherapy (10%)	30	<input type="checkbox"/>	

DB=1

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

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INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR	
	<table style="width:100%; border: none;"> <tr> <td style="width: 50%; border: none; vertical-align: top;"> <p>Concealed Kevlar vest - Armour Rating 3 * Reinforced Kevlar vest - Armour Rating 4 * Tactical body armor - Armour Rating 5 * Kevlar helmet - Armour Rating +1 Agency badge and ID card Pistol holster (belt) 2 spare pistol mags (belt pouch) Tactical light Handcuffs (belt pouch) Agency marked windbreaker jacket Encrypted smartphone</p> </td> <td style="width: 50%; border: none; vertical-align: top;"> <p>Police-band radio with earpiece & throat microphone Small evidence-collection kit * Rugged, encrypted laptop with access to agency networks * First aid kit * Portable fire extinguisher * Spare ammunition</p> </td> </tr> </table>	<p>Concealed Kevlar vest - Armour Rating 3 * Reinforced Kevlar vest - Armour Rating 4 * Tactical body armor - Armour Rating 5 * Kevlar helmet - Armour Rating +1 Agency badge and ID card Pistol holster (belt) 2 spare pistol mags (belt pouch) Tactical light Handcuffs (belt pouch) Agency marked windbreaker jacket Encrypted smartphone</p>
<p>Concealed Kevlar vest - Armour Rating 3 * Reinforced Kevlar vest - Armour Rating 4 * Tactical body armor - Armour Rating 5 * Kevlar helmet - Armour Rating +1 Agency badge and ID card Pistol holster (belt) 2 spare pistol mags (belt pouch) Tactical light Handcuffs (belt pouch) Agency marked windbreaker jacket Encrypted smartphone</p>	<p>Police-band radio with earpiece & throat microphone Small evidence-collection kit * Rugged, encrypted laptop with access to agency networks * First aid kit * Portable fire extinguisher * Spare ammunition</p>	

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

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	60%		1D4				
(b) Medium Pistol	50%	15m	1D10				15
(c) Light Pistol	50%	10m	1D8				7
(d) Light Carbine	50%	100m	1D12 §	3	10%		30
(e)							
(f)							
(g)							

†
* †

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY													
	<table border="1" style="width:100%; border-collapse: collapse;"> <tr> <th style="width: 50%;">19. SPECIAL TRAINING</th> <th style="width: 50%;">SKILL OR STAT USED</th> </tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> </table>		19. SPECIAL TRAINING	SKILL OR STAT USED											
19. SPECIAL TRAINING	SKILL OR STAT USED														

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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* In car boot damage since last action
 † Ankle holster § Use Lethality rating if firing bursts
 ‡ With holographic sight - +20% bonus to hit as long as shooter has taken no

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL ROLLO, Lucas		2. PROFESSION (RANK IF APPLICABLE) Federal Agent		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Winona, KS		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 35 (APR 2)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	14	70	Sturdy
	Constitution (CON)	15	75	Resistant
	Dexterity (DEX)	11	55	
	Intelligence (INT)	10	50	
	Power (POW)	12	60	
	Charisma (CHA)	10	50	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		14	
	Willpower Points (WP)		12	
Sanity Points (SAN)		60		
Breaking Point (BP)		48		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		10
		10
		10
12. MOTIVATIONS AND MENTAL DISORDERS		
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	30	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	50	<input type="checkbox"/> Forensics (0%)	30	<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)	20	<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	50
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	60	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)	30	<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	50	<input type="checkbox"/> Medicine (0%)	20	<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	60	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	60
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	50	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	70
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	50	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):	20	<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	50			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	70	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=1

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

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR								
	Concealed Kevlar vest - Armour Rating 3 * Reinforced Kevlar vest - Armour Rating 4 * Tactical body armor - Armour Rating 5 * Kevlar helmet - Armour Rating +1 Agency badge and ID card Pistol holster (belt) 2 spare pistol mags (belt pouch) Tactical light Handcuffs (belt pouch) Agency marked windbreaker jacket Encrypted smartphone				Police-band radio with earpiece & throat microphone Small evidence-collection kit * Rugged, encrypted laptop with access to agency networks * First aid kit * Portable fire extinguisher * Spare ammunition				
	Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.								
	16.	WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a)	Unarmed	60%		1D4				
	(b)	Medium Pistol	70%	15m	1D10				15
	(c)	Light Pistol	70%	10m	1D8				7
	(d)	Shotgun (shot)	90%	75m	2D8 †				5
(e)	Shotgun (slug)	70%	75m	2D8 §				5	
(f)									
(g)									

REMARKS	17. PERSONAL DETAILS AND NOTES		18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY	
			19. SPECIAL TRAINING	SKILL OR STAT USED

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL DELAUNE, Kari		2. PROFESSION (RANK IF APPLICABLE) Federal Agent		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Woodville, WI		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 43 (JUN 6)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	11	55	
	Constitution (CON)	14	70	Resistant
	Dexterity (DEX)	15	75	Quick footed
	Intelligence (INT)	10	50	
	Power (POW)	10	50	
	Charisma (CHA)	12	60	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		12	
	Willpower Points (WP)		10	
Sanity Points (SAN)		50		
Breaking Point (BP)		40		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS		SCORE
			12
			12
			12
	12. MOTIVATIONS AND MENTAL DISORDERS		
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE			
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted			

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	30
	<input type="checkbox"/> Alertness (20%)	50	<input type="checkbox"/> Forensics (0%)	30	<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	70
	<input type="checkbox"/> Archeology (0%)	20	<input type="checkbox"/> Heavy Weapons (0%)	50	<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	30
			<input type="checkbox"/> HUMINT (10%)	80	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)	30	<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	40	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	60
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	50	<input type="checkbox"/> Occult (10%)	30	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	50	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	50			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	70	<input type="checkbox"/> Psychotherapy (10%)	30	<input type="checkbox"/>	

DB=0

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

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR	
	<table style="width: 100%; border: none;"> <tr> <td style="width: 50%; border: none; vertical-align: top;"> <p>Concealed Kevlar vest - Armour Rating 3 * Reinforced Kevlar vest - Armour Rating 4 * Tactical body armor - Armour Rating 5 * Kevlar helmet - Armour Rating +1 Agency badge and ID card Pistol holster (belt) 2 spare pistol mags (belt pouch) Tactical light Handcuffs (belt pouch) Agency marked windbreaker jacket Encrypted smartphone</p> </td> <td style="width: 50%; border: none; vertical-align: top;"> <p>Police-band radio with earpiece & throat microphone Small evidence-collection kit * Rugged, encrypted laptop with access to agency networks * First aid kit * Portable fire extinguisher * Spare ammunition</p> </td> </tr> </table>	<p>Concealed Kevlar vest - Armour Rating 3 * Reinforced Kevlar vest - Armour Rating 4 * Tactical body armor - Armour Rating 5 * Kevlar helmet - Armour Rating +1 Agency badge and ID card Pistol holster (belt) 2 spare pistol mags (belt pouch) Tactical light Handcuffs (belt pouch) Agency marked windbreaker jacket Encrypted smartphone</p>
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Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	60%		1D4-1				
(b) Medium Pistol	70%	15m	1D10				15
(c) Light Pistol	70%	10m	1D8				7
(d) Shotgun (shot)	90%	75m	2D8 †				5
(e) Shotgun (slug)	70%	75m	2D8 §				5
(f)							
(g)							

†
*
*

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY													
		<table border="1" style="width: 100%; border-collapse: collapse;"> <tr> <th style="width: 50%;">19. SPECIAL TRAINING</th> <th style="width: 50%;">SKILL OR STAT USED</th> </tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> </table>	19. SPECIAL TRAINING	SKILL OR STAT USED											
19. SPECIAL TRAINING	SKILL OR STAT USED														

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

* In car boot range
 † Ankle holster
 ‡ Half damage beyond base range
 § Damage reduced to 2D6 beyond base

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL MASSENGILL, Fred		2. PROFESSION (RANK IF APPLICABLE) Federal Agent		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Bella Vista, AR		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 55 (JAN 4)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	11	55	
	Constitution (CON)	14	70	Robust
	Dexterity (DEX)	10	50	
	Intelligence (INT)	12	60	
	Power (POW)	15	75	Forbearing
	Charisma (CHA)	10	50	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		12	
	Willpower Points (WP)		15	
Sanity Points (SAN)		75		
Breaking Point (BP)		60		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE	
		10	
		10	
		10	
	12. MOTIVATIONS AND MENTAL DISORDERS		
	13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted			

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	50	<input type="checkbox"/> Forensics (0%)	30	<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)	20	<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	70
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	60	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)	30	<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	50	<input type="checkbox"/> Medicine (0%)	20	<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	40	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	60
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	50	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	20
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	70	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)	50	<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	50	<input type="checkbox"/> Pilot (0%):	20	<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	50			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	50	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=0

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

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR	
	<table style="width:100%; border: none;"> <tr> <td style="width: 50%; border: none; vertical-align: top;"> <p>Concealed Kevlar vest - Armour Rating 3 * Reinforced Kevlar vest - Armour Rating 4 * Tactical body armor - Armour Rating 5 * Kevlar helmet - Armour Rating +1 Agency badge and ID card Pistol holster (belt) 2 spare pistol mags (belt pouch) Tactical light Handcuffs (belt pouch) Agency marked windbreaker jacket Encrypted smartphone</p> </td> <td style="width: 50%; border: none; vertical-align: top;"> <p>Police-band radio with earpiece & throat microphone Small evidence-collection kit * Rugged, encrypted laptop with access to agency networks * First aid kit * Portable fire extinguisher * Spare ammunition</p> </td> </tr> </table>	<p>Concealed Kevlar vest - Armour Rating 3 * Reinforced Kevlar vest - Armour Rating 4 * Tactical body armor - Armour Rating 5 * Kevlar helmet - Armour Rating +1 Agency badge and ID card Pistol holster (belt) 2 spare pistol mags (belt pouch) Tactical light Handcuffs (belt pouch) Agency marked windbreaker jacket Encrypted smartphone</p>
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Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	60%		1D4-1				
(b) Medium Pistol	50%	15m	1D10				15
(c) Light Pistol	50%	10m	1D8				7
(d) Light Carbine	50%	100m	1D12 §	3	10%		30
(e)							
(f)							
(g)							

†
* †

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY														
		<table border="1" style="width:100%; border-collapse: collapse;"> <tr> <th style="width: 50%;">19. SPECIAL TRAINING</th> <th style="width: 50%;">SKILL OR STAT USED</th> </tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> </table>	19. SPECIAL TRAINING	SKILL OR STAT USED												
19. SPECIAL TRAINING	SKILL OR STAT USED															

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

* In car boot
 † Ankle holster
 ‡ With holographic sight - +20% bonus to hit as long as shooter has taken no

damage since last action
 § Use Lethality rating if firing bursts

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL BUSSEY, Juliana		2. PROFESSION (RANK IF APPLICABLE) Federal Agent		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Vada, KY		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 54 (OCT 26)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	10	50	
	Constitution (CON)	10	50	
	Dexterity (DEX)	14	70	Lithe
	Intelligence (INT)	8	40	Slow
	Power (POW)	17	85	Imperturbable
	Charisma (CHA)	13	65	Likable
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		10	
	Willpower Points (WP)		17	
Sanity Points (SAN)		85		
Breaking Point (BP)		68		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS		SCORE	
			13	
			13	
			13	
	12. MOTIVATIONS AND MENTAL DISORDERS			
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE				
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted				

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	50	<input type="checkbox"/> Forensics (0%)	50	<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	50
	<input type="checkbox"/> Archeology (0%)	20	<input type="checkbox"/> Heavy Weapons (0%)	50	<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	30	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	60	<input type="checkbox"/> Surgery (0%)	20
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)	30	<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	40	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	60
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	50	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	50	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	30	<input type="checkbox"/> Pharmacy (0%)	20	<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	50	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	70			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	50	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=0

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

THIS IS A WORK OF FICTION

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR Concealed Kevlar vest - Armour Rating 3 * Reinforced Kevlar vest - Armour Rating 4 * Tactical body armor - Armour Rating 5 * Kevlar helmet - Armour Rating +1 Agency badge and ID card Pistol holster (belt) 2 spare pistol mags (belt pouch) Tactical light Handcuffs (belt pouch) Agency marked windbreaker jacket Encrypted smartphone	Police-band radio with earpiece & throat microphone Small evidence-collection kit * Rugged, encrypted laptop with access to agency networks * First aid kit * Portable fire extinguisher * Spare ammunition
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Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	60%		1D4-1				
(b) Medium Pistol	50%	15m	1D10				15
(c) Light Carbine	50%	100m	1D12 †	3	10%		30
(d)							
(e)							
(f)							
(g)							

* †

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY													
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19. SPECIAL TRAINING	SKILL OR STAT USED														

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

* In car boot

† Use Lethality rating if firing bursts

† With holographic sight - +20% bonus to hit as long as shooter has taken no damage since last action

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL VOSBURG, Cristopher		2. PROFESSION (RANK IF APPLICABLE) Federal Agent		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Freeman, VA		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 28 (FEB 12)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	13	65	Sturdy
	Constitution (CON)	10	50	
	Dexterity (DEX)	8	40	Bulky
	Intelligence (INT)	10	50	
	Power (POW)	14	70	Forbearing
	Charisma (CHA)	17	85	Magnetic
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		12	
	Willpower Points (WP)		14	
Sanity Points (SAN)		70		
Breaking Point (BP)		56		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		17
		17
		17
12. MOTIVATIONS AND MENTAL DISORDERS		
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	60	<input type="checkbox"/> First Aid (10%)	30	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	50	<input type="checkbox"/> Forensics (0%)	30	<input type="checkbox"/> Science (0%):	20
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	50
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	30	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	60	<input type="checkbox"/> Surgery (0%)	20
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)	30	<input type="checkbox"/> Survival (10%)	30
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	60	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	60
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	50	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	50	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)	20	<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	70			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	50	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=1

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

THIS IS A WORK OF FICTION

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR Concealed Kevlar vest - Armour Rating 3 * Reinforced Kevlar vest - Armour Rating 4 * Tactical body armor - Armour Rating 5 * Kevlar helmet - Armour Rating +1 Agency badge and ID card Pistol holster (belt) 2 spare pistol mags (belt pouch) Tactical light Handcuffs (belt pouch) Agency marked windbreaker jacket Encrypted smartphone	Police-band radio with earpiece & throat microphone Small evidence-collection kit * Rugged, encrypted laptop with access to agency networks * First aid kit * Portable fire extinguisher * Spare ammunition
	Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.	

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	60%		1D4				
(b) Medium Pistol	50%	15m	1D10				15
(c) Light Pistol	50%	10m	1D8				7
(d) Shotgun (shot)	70%	75m	2D8 †				5
(e) Shotgun (slug)	50%	75m	2D8 §				5
(f)							
(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY													
	<table border="1" style="width:100%; border-collapse: collapse;"> <thead> <tr> <th style="width: 50%;">19. SPECIAL TRAINING</th> <th style="width: 50%;">SKILL OR STAT USED</th> </tr> </thead> <tbody> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> </tbody> </table>		19. SPECIAL TRAINING	SKILL OR STAT USED											
19. SPECIAL TRAINING	SKILL OR STAT USED														

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
-------------------------	---------------------

THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL ALMARAZ, Joann		2. PROFESSION (RANK IF APPLICABLE) Federal Agent		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Bainbridge, OH		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 31 (JUL 7)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES	PSYCHOLOGICAL DATA	11. BONDS	SCORE	
	Strength (STR)	9	45				17	
	Constitution (CON)	14	70	Fit			17	
	Dexterity (DEX)	14	70	Nimble			17	
	Intelligence (INT)	11	55					
	Power (POW)	13	65	Forbearing				
	Charisma (CHA)	17	85	Irresistible				
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT		12. MOTIVATIONS AND MENTAL DISORDERS		
	Hit Points (HP)		12					
	Willpower Points (WP)		13					
Sanity Points (SAN)		65						
Breaking Point (BP)		52						
10. PHYSICAL DESCRIPTION				13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE				
				Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <i>adapted</i> Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <i>adapted</i>				

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	50	<input type="checkbox"/> Forensics (0%)	50	<input type="checkbox"/> Science (0%):	20
	<input type="checkbox"/> Anthropology (0%)	20	<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	50
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	60	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)	30	<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)	20	<input type="checkbox"/> Swim (20%)	40
	<input type="checkbox"/> Bureaucracy (10%)	40	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	60
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):	20	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	30	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	50	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	50
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	70	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	50			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	50	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=0

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

THIS IS A WORK OF FICTION

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR Concealed Kevlar vest - Armour Rating 3 * Reinforced Kevlar vest - Armour Rating 4 * Tactical body armor - Armour Rating 5 * Kevlar helmet - Armour Rating +1 Agency badge and ID card Pistol holster (belt) 2 spare pistol mags (belt pouch) Tactical light Handcuffs (belt pouch) Agency marked windbreaker jacket Encrypted smartphone	Police-band radio with earpiece & throat microphone Small evidence-collection kit * Rugged, encrypted laptop with access to agency networks * First aid kit * Portable fire extinguisher * Spare ammunition
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Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	60%		1D4-1				
(b) Medium Pistol	50%	15m	1D10				15
(c) Light Pistol	50%	10m	1D8				7
(d) Light Carbine	50%	100m	1D12 §	3	10%		30
(e)							
(f)							
(g)							

†
* †

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY													
		<table border="1" style="width:100%; border-collapse: collapse;"> <tr> <th style="width:50%;">19. SPECIAL TRAINING</th> <th style="width:50%;">SKILL OR STAT USED</th> </tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> </table>	19. SPECIAL TRAINING	SKILL OR STAT USED											
19. SPECIAL TRAINING	SKILL OR STAT USED														

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

* In car boot
 † Ankle holster
 ‡ With holographic sight - +20% bonus to hit as long as shooter has taken no

damage since last action
 § Use Lethality rating if firing bursts

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL HODO, Mauricio		2. PROFESSION (RANK IF APPLICABLE) Federal Agent		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Hartsdale, NY		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 27 (FEB 7)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	12	60	
	Constitution (CON)	13	65	Robust
	Dexterity (DEX)	14	70	Slick
	Intelligence (INT)	10	50	
	Power (POW)	10	50	
	Charisma (CHA)	12	60	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		12	
	Willpower Points (WP)		10	
Sanity Points (SAN)		50		
Breaking Point (BP)		40		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		12
		12
		12
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	50	<input type="checkbox"/> Forensics (0%)	30	<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	30	<input type="checkbox"/> Search (20%)	50
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):	20	<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	60	<input type="checkbox"/> Surgery (0%)	20
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)	30	<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	50	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	40	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	80
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):	20	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	50	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	20
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	50	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	30	<input type="checkbox"/> Pharmacy (0%)	50	<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	50			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	50	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=0

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

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR Concealed Kevlar vest - Armour Rating 3 * Reinforced Kevlar vest - Armour Rating 4 * Tactical body armor - Armour Rating 5 * Kevlar helmet - Armour Rating +1 Agency badge and ID card Pistol holster (belt) 2 spare pistol mags (belt pouch) Tactical light Handcuffs (belt pouch) Agency marked windbreaker jacket Encrypted smartphone	Police-band radio with earpiece & throat microphone Small evidence-collection kit * Rugged, encrypted laptop with access to agency networks * First aid kit * Portable fire extinguisher * Spare ammunition
	Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.	

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	80%		1D4-1				
(b) Medium Pistol	50%	15m	1D10				15
(c) Light Carbine	50%	100m	1D12 †	3	10%		30
(d)							
(e)							
(f)							
(g)							

* †

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY													
		<table border="1" style="width:100%; border-collapse: collapse;"> <tr> <th style="width:50%;">19. SPECIAL TRAINING</th> <th style="width:50%;">SKILL OR STAT USED</th> </tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> </table>	19. SPECIAL TRAINING	SKILL OR STAT USED											
19. SPECIAL TRAINING	SKILL OR STAT USED														

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

* In car boot
 † With holographic sight - +20% bonus to hit as long as shooter has taken no damage since last action
 ‡ Use Lethality rating if firing bursts

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL CONLEY, Lorena			2. PROFESSION (RANK IF APPLICABLE) Federal Agent		
	3. EMPLOYER			4. NATIONALITY (U.S.A.) Roaming Shores, OH		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____		6. AGE AND D.O.B. 33 (OCT 5)		7. EDUCATION AND OCCUPATIONAL HISTORY	

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES	PSYCHOLOGICAL DATA	11. BONDS	SCORE
	Strength (STR)	13	65	Powerful		8	
	Constitution (CON)	14	70	Robust		8	
	Dexterity (DEX)	10	50			8	
	Intelligence (INT)	10	50				
	Power (POW)	17	85	Imperturbable			
	Charisma (CHA)	8	40	Silent			
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT		12. MOTIVATIONS AND MENTAL DISORDERS	
	Hit Points (HP)		14				
	Willpower Points (WP)		17				
Sanity Points (SAN)		85					
Breaking Point (BP)		68					
10. PHYSICAL DESCRIPTION				13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE			
				Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted			

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	30
	<input type="checkbox"/> Alertness (20%)	50	<input type="checkbox"/> Forensics (0%)	30	<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)	20	<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	50
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)	50	<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	30	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	80	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)	30	<input type="checkbox"/> Survival (10%)	30
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	40	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	80
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):	20	<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	50	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)	20	<input type="checkbox"/> Persuade (20%)	50	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	50			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	50	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

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

DB=1

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR	
	<table style="width:100%; border: none;"> <tr> <td style="width: 50%; border: none; vertical-align: top;"> <p>Concealed Kevlar vest - Armour Rating 3 * Reinforced Kevlar vest - Armour Rating 4 * Tactical body armor - Armour Rating 5 * Kevlar helmet - Armour Rating +1 Agency badge and ID card Pistol holster (belt) 2 spare pistol mags (belt pouch) Tactical light Handcuffs (belt pouch) Agency marked windbreaker jacket Encrypted smartphone</p> </td> <td style="width: 50%; border: none; vertical-align: top;"> <p>Police-band radio with earpiece & throat microphone Small evidence-collection kit * Rugged, encrypted laptop with access to agency networks * First aid kit * Portable fire extinguisher * Spare ammunition</p> </td> </tr> </table>	<p>Concealed Kevlar vest - Armour Rating 3 * Reinforced Kevlar vest - Armour Rating 4 * Tactical body armor - Armour Rating 5 * Kevlar helmet - Armour Rating +1 Agency badge and ID card Pistol holster (belt) 2 spare pistol mags (belt pouch) Tactical light Handcuffs (belt pouch) Agency marked windbreaker jacket Encrypted smartphone</p>
<p>Concealed Kevlar vest - Armour Rating 3 * Reinforced Kevlar vest - Armour Rating 4 * Tactical body armor - Armour Rating 5 * Kevlar helmet - Armour Rating +1 Agency badge and ID card Pistol holster (belt) 2 spare pistol mags (belt pouch) Tactical light Handcuffs (belt pouch) Agency marked windbreaker jacket Encrypted smartphone</p>	<p>Police-band radio with earpiece & throat microphone Small evidence-collection kit * Rugged, encrypted laptop with access to agency networks * First aid kit * Portable fire extinguisher * Spare ammunition</p>	

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

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	80%		1D4				
(b) Medium Pistol	50%	15m	1D10				15
(c) Light Carbine	50%	100m	1D12 †	3	10%		30
(d)							
(e)							
(f)							
(g)							

* †

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY														
		<table border="1" style="width:100%; border-collapse: collapse;"> <tr> <th style="width: 60%;">19. SPECIAL TRAINING</th> <th style="width: 40%;">SKILL OR STAT USED</th> </tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> </table>	19. SPECIAL TRAINING	SKILL OR STAT USED												
19. SPECIAL TRAINING	SKILL OR STAT USED															

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

* In car boot
 † With holographic sight - +20% bonus to hit as long as shooter has taken no damage since last action
 ‡ Use Lethality rating if firing bursts

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL PARKE, Ramon		2. PROFESSION (RANK IF APPLICABLE) Federal Agent		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Thurman, OH		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 26 (NOV 19)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	17	85	Musclebound
	Constitution (CON)	10	50	
	Dexterity (DEX)	14	70	Slick
	Intelligence (INT)	8	40	Obtuse
	Power (POW)	10	50	
	Charisma (CHA)	13	65	Friendly
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		14	
	Willpower Points (WP)		10	
Sanity Points (SAN)		50		
Breaking Point (BP)		40		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		13
		13
		13
12. MOTIVATIONS AND MENTAL DISORDERS		
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	50	<input type="checkbox"/> Forensics (0%)	30	<input type="checkbox"/> Science (0%):	20
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	50
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)	50	<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	30	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	80	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)	30	<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)	20	<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	40	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	60
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):	20	<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	70	<input type="checkbox"/> Occult (10%)	30	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	50	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	50			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	50	<input type="checkbox"/> Psychotherapy (10%)	30	<input type="checkbox"/>	

DB=2

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

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR Concealed Kevlar vest - Armour Rating 3 * Reinforced Kevlar vest - Armour Rating 4 * Tactical body armor - Armour Rating 5 * Kevlar helmet - Armour Rating +1 Agency badge and ID card Pistol holster (belt) 2 spare pistol mags (belt pouch) Tactical light Handcuffs (belt pouch) Agency marked windbreaker jacket Encrypted smartphone	Police-band radio with earpiece & throat microphone Small evidence-collection kit * Rugged, encrypted laptop with access to agency networks * First aid kit * Portable fire extinguisher * Spare ammunition
	Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.	

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	60%		1D4+1				
(b) Medium Pistol	50%	15m	1D10				15
(c) Light Carbine	50%	100m	1D12 †	3	10%		30
(d)							
(e)							
(f)							
(g)							

* †

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY													
	<table border="1" style="width:100%; border-collapse: collapse;"> <thead> <tr> <th style="width:60%;">19. SPECIAL TRAINING</th> <th style="width:40%;">SKILL OR STAT USED</th> </tr> </thead> <tbody> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> </tbody> </table>		19. SPECIAL TRAINING	SKILL OR STAT USED											
19. SPECIAL TRAINING	SKILL OR STAT USED														

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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* In car boot
 † With holographic sight - +20% bonus to hit as long as shooter has taken no damage since last action
 ‡ Use Lethality rating if firing bursts

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL MADDOCKS, Marlana		2. PROFESSION (RANK IF APPLICABLE) Federal Agent		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Wayside, WV		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 45 (OCT 6)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	14	70	Powerful
	Constitution (CON)	13	65	Resilient
	Dexterity (DEX)	10	50	
	Intelligence (INT)	17	85	Genius
	Power (POW)	10	50	
	Charisma (CHA)	8	40	Offhand
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		14	
	Willpower Points (WP)		10	
Sanity Points (SAN)		50		
Breaking Point (BP)		40		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		8
		8
		8
12. MOTIVATIONS AND MENTAL DISORDERS		
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	50	<input type="checkbox"/> Forensics (0%)	50	<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	50
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	60	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)	30	<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	60	<input type="checkbox"/> Melee Weapons (30%)	50	<input type="checkbox"/> Unarmed Combat (40%)	60
	<input type="checkbox"/> Computer Science (0%)	50	<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):	20	<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	70	<input type="checkbox"/> Occult (10%)	30	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)	20	<input type="checkbox"/> Persuade (20%)	70	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	50			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	50	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=1

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

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR								
	Concealed Kevlar vest - Armour Rating 3 * Reinforced Kevlar vest - Armour Rating 4 * Tactical body armor - Armour Rating 5 * Kevlar helmet - Armour Rating +1 Agency badge and ID card Pistol holster (belt) 2 spare pistol mags (belt pouch) Tactical light Handcuffs (belt pouch) Agency marked windbreaker jacket Encrypted smartphone				Police-band radio with earpiece & throat microphone Small evidence-collection kit * Rugged, encrypted laptop with access to agency networks * First aid kit * Portable fire extinguisher * Spare ammunition				
	Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.								
	16.	WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a)	Unarmed	60%		1D4				
	(b)	Medium Pistol	50%	15m	1D10				15
	(c)	Shotgun (shot)	70%	75m	2D8 †				5
	(d)	Shotgun (slug)	50%	75m	2D8 ‡				5
	(e)								
	(f)								
(g)									

REMARKS	17. PERSONAL DETAILS AND NOTES		18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY		
			19. SPECIAL TRAINING	SKILL OR STAT USED	

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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* In car boot
 † Half damage beyond base range
 ‡ Damage reduced to 2D6 beyond base range

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL PILGER, Earnest		2. PROFESSION (RANK IF APPLICABLE) Federal Agent		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Marlton, NJ		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 48 (AUG 24)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	12	60	
	Constitution (CON)	10	50	
	Dexterity (DEX)	13	65	Quick footed
	Intelligence (INT)	10	50	
	Power (POW)	8	40	Low spirited
	Charisma (CHA)	11	55	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		11	
	Willpower Points (WP)		8	
Sanity Points (SAN)		40		
Breaking Point (BP)		32		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		11
		11
		11
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	30	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	30
	<input type="checkbox"/> Alertness (20%)	50	<input type="checkbox"/> Forensics (0%)	50	<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	30	<input type="checkbox"/> Search (20%)	50
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	60	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)	30	<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	40	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	80
	<input type="checkbox"/> Computer Science (0%)	50	<input type="checkbox"/> Military Science (0%):	20	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):	20	<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	50	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	50	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)	20	<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	50			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	50	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=0

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

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR Concealed Kevlar vest - Armour Rating 3 * Reinforced Kevlar vest - Armour Rating 4 * Tactical body armor - Armour Rating 5 * Kevlar helmet - Armour Rating +1 Agency badge and ID card Pistol holster (belt) 2 spare pistol mags (belt pouch) Tactical light Handcuffs (belt pouch) Agency marked windbreaker jacket Encrypted smartphone	Police-band radio with earpiece & throat microphone Small evidence-collection kit * Rugged, encrypted laptop with access to agency networks * First aid kit * Portable fire extinguisher * Spare ammunition
	Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.	

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	80%		1D4-1				
(b) Medium Pistol	50%	15m	1D10				15
(c) Light Pistol	50%	10m	1D8				7
(d) Light Carbine	50%	100m	1D12 §	3	10%		30
(e)							
(f)							
(g)							

†
* †

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY													
		<table border="1" style="width:100%; border-collapse: collapse;"> <tr> <th style="width:50%;">19. SPECIAL TRAINING</th> <th style="width:50%;">SKILL OR STAT USED</th> </tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> </table>	19. SPECIAL TRAINING	SKILL OR STAT USED											
19. SPECIAL TRAINING	SKILL OR STAT USED														
Please indicate why this agent was recruited and why the agent agreed to be recruited.															

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20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL RUFUS, Noelle		2. PROFESSION (RANK IF APPLICABLE) Federal Agent		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Cascadia, OR		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 46 (APR 24)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	17	85	Huge
	Constitution (CON)	8	40	Unfit
	Dexterity (DEX)	10	50	
	Intelligence (INT)	14	70	Quick witted
	Power (POW)	10	50	
	Charisma (CHA)	13	65	Prepossessing
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		12	
	Willpower Points (WP)		10	
Sanity Points (SAN)		50		
Breaking Point (BP)		40		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE	
		13	
		13	
		13	
	12. MOTIVATIONS AND MENTAL DISORDERS		
	13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted			

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	30	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	30
	<input type="checkbox"/> Alertness (20%)	50	<input type="checkbox"/> Forensics (0%)	30	<input type="checkbox"/> Science (0%):	20
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	50
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	60	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)	50	<input type="checkbox"/> Survival (10%)	30
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	40
	<input type="checkbox"/> Bureaucracy (10%)	40	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	80
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	50	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	50	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)	50	<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	50			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	50	<input type="checkbox"/> Psychotherapy (10%)	30	<input type="checkbox"/>	

DB=2

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

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR	
	<table style="width:100%; border: none;"> <tr> <td style="width: 50%; border: none; vertical-align: top;"> <p>Concealed Kevlar vest - Armour Rating 3 * Reinforced Kevlar vest - Armour Rating 4 * Tactical body armor - Armour Rating 5 * Kevlar helmet - Armour Rating +1 Agency badge and ID card Pistol holster (belt) 2 spare pistol mags (belt pouch) Tactical light Handcuffs (belt pouch) Agency marked windbreaker jacket Encrypted smartphone</p> </td> <td style="width: 50%; border: none; vertical-align: top;"> <p>Police-band radio with earpiece & throat microphone Small evidence-collection kit * Rugged, encrypted laptop with access to agency networks * First aid kit * Portable fire extinguisher * Spare ammunition</p> </td> </tr> </table>	<p>Concealed Kevlar vest - Armour Rating 3 * Reinforced Kevlar vest - Armour Rating 4 * Tactical body armor - Armour Rating 5 * Kevlar helmet - Armour Rating +1 Agency badge and ID card Pistol holster (belt) 2 spare pistol mags (belt pouch) Tactical light Handcuffs (belt pouch) Agency marked windbreaker jacket Encrypted smartphone</p>
<p>Concealed Kevlar vest - Armour Rating 3 * Reinforced Kevlar vest - Armour Rating 4 * Tactical body armor - Armour Rating 5 * Kevlar helmet - Armour Rating +1 Agency badge and ID card Pistol holster (belt) 2 spare pistol mags (belt pouch) Tactical light Handcuffs (belt pouch) Agency marked windbreaker jacket Encrypted smartphone</p>	<p>Police-band radio with earpiece & throat microphone Small evidence-collection kit * Rugged, encrypted laptop with access to agency networks * First aid kit * Portable fire extinguisher * Spare ammunition</p>	

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

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	80%		1D4+1				
(b) Medium Pistol	50%	15m	1D10				15
(c) Light Pistol	50%	10m	1D8				7
(d) Light Carbine	50%	100m	1D12 §	3	10%		30
(e)							
(f)							
(g)							

†
* †

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY													
	<table border="1" style="width:100%; border-collapse: collapse;"> <tr> <th style="width: 50%;">19. SPECIAL TRAINING</th> <th style="width: 50%;">SKILL OR STAT USED</th> </tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> </table>		19. SPECIAL TRAINING	SKILL OR STAT USED											
19. SPECIAL TRAINING	SKILL OR STAT USED														

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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* In car boot damage since last action
 † Ankle holster § Use Lethality rating if firing bursts
 ‡ With holographic sight - +20% bonus to hit as long as shooter has taken no

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL LESSARD, Pauline		2. PROFESSION (RANK IF APPLICABLE) Firefighter		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Chula Vista, CA		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 40 (NOV 12)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	14	70	Sturdy
	Constitution (CON)	11	55	
	Dexterity (DEX)	17	85	Acrobatic
	Intelligence (INT)	13	65	Canny
	Power (POW)	15	75	Stoic
	Charisma (CHA)	7	35	Inhibited
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		12	
	Willpower Points (WP)		15	
Sanity Points (SAN)		75		
Breaking Point (BP)		60		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS		SCORE
			7
			7
			7
12. MOTIVATIONS AND MENTAL DISORDERS			
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE			
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted			

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	50	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	70	<input type="checkbox"/> Forensics (0%)	40	<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	50	<input type="checkbox"/> Search (20%)	40
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)	20	<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	60	<input type="checkbox"/> Medicine (0%)	20	<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	10	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	40
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):	20	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Electrician	40	<input type="checkbox"/> Navigate (10%)	50	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Mechanic	40	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Persuade (20%)	40	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)	70	<input type="checkbox"/> Pharmacy (0%)	20	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pilot (0%):	20	<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30			<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	50	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	20			<input type="checkbox"/>	

DB=1

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

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	40%		1D4				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY	
		19. SPECIAL TRAINING	SKILL OR STAT USED
		Please indicate why this agent was recruited and why the agent agreed to be recruited.	

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL STRALEY, Julius		2. PROFESSION (RANK IF APPLICABLE) Firefighter		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Peshtigo, WI		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 31 (NOV 16)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	13	65	Brawny
	Constitution (CON)	11	55	
	Dexterity (DEX)	15	75	Deft
	Intelligence (INT)	14	70	Quick witted
	Power (POW)	12	60	
	Charisma (CHA)	10	50	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		12	
	Willpower Points (WP)		12	
Sanity Points (SAN)		60		
Breaking Point (BP)		48		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		10
		10
		10
12. MOTIVATIONS AND MENTAL DISORDERS		
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	70	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	50	<input type="checkbox"/> Forensics (0%)	40	<input type="checkbox"/> Science (0%):	20
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	50	<input type="checkbox"/> Search (20%)	40
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):	20	<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	30	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	60	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	10	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	40
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):	20	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Electrician	40	<input type="checkbox"/> Navigate (10%)	50	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Mechanic	40	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Criminology (10%)	30	<input type="checkbox"/> Persuade (20%)	20	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)	50	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30			<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	70	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	40			<input type="checkbox"/>	

DB=1

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

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INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	40%		1D4				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY	
		19. SPECIAL TRAINING	SKILL OR STAT USED
		Please indicate why this agent was recruited and why the agent agreed to be recruited.	

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL GEHRKE, Maribel		2. PROFESSION (RANK IF APPLICABLE) Firefighter		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Monroe, WA		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 55 (APR 5)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	13	65	Powerful
	Constitution (CON)	11	55	
	Dexterity (DEX)	12	60	
	Intelligence (INT)	14	70	Sharp
	Power (POW)	15	75	Unflinching
	Charisma (CHA)	11	55	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		12	
	Willpower Points (WP)		15	
Sanity Points (SAN)		75		
Breaking Point (BP)		60		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS		SCORE	
			11	
			11	
			11	
	12. MOTIVATIONS AND MENTAL DISORDERS			
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE				
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted				

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	50	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	70	<input type="checkbox"/> Forensics (0%)	60	<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	70	<input type="checkbox"/> Search (20%)	60
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	60	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	30	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	40
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):	20	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Electrician	40	<input type="checkbox"/> Navigate (10%)	50	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Mechanic	40	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Criminology (10%)	30	<input type="checkbox"/> Persuade (20%)	20	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)	70	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30			<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	50	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	20			<input type="checkbox"/>	

DB=1

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

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	40%		1D4				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY		
			19. SPECIAL TRAINING	SKILL OR STAT USED

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL PROKOP, Jeremy		2. PROFESSION (RANK IF APPLICABLE) Firefighter		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Winnfield, LA		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 36 (MAY 16)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	10	50	
	Constitution (CON)	14	70	Fit
	Dexterity (DEX)	11	55	
	Intelligence (INT)	12	60	
	Power (POW)	10	50	
	Charisma (CHA)	15	75	Friendly
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		12	
	Willpower Points (WP)		10	
Sanity Points (SAN)		50		
Breaking Point (BP)		40		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		15
		15
		15
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	30	<input type="checkbox"/> First Aid (10%)	50	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	50	<input type="checkbox"/> Forensics (0%)	40	<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)	20	<input type="checkbox"/> Heavy Machinery (10%)	50	<input type="checkbox"/> Search (20%)	40
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	30	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	60	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	10	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	40
	<input type="checkbox"/> Computer Science (0%)	20	<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Electrician	40	<input type="checkbox"/> Navigate (10%)	50	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Mechanic	40	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	20
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Persuade (20%)	40	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)	70	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30			<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	50	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	20			<input type="checkbox"/>	

DB=0

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

THIS IS A WORK OF FICTION

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	40%		1D4-1				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY	
		19. SPECIAL TRAINING	SKILL OR STAT USED
		Please indicate why this agent was recruited and why the agent agreed to be recruited.	

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL PADILLA, Cathryn			2. PROFESSION (RANK IF APPLICABLE) Firefighter		
	3. EMPLOYER			4. NATIONALITY (U.S.A.) Fort Knox, KY		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____		6. AGE AND D.O.B. 27 (OCT 23)		7. EDUCATION AND OCCUPATIONAL HISTORY	

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	9	45	
	Constitution (CON)	11	55	
	Dexterity (DEX)	10	50	
	Intelligence (INT)	14	70	Sharp
	Power (POW)	12	60	
	Charisma (CHA)	10	50	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		10	
	Willpower Points (WP)		12	
Sanity Points (SAN)		60		
Breaking Point (BP)		48		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS		SCORE	
			10	
			10	
			10	
	12. MOTIVATIONS AND MENTAL DISORDERS			
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE				
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted				

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	30	<input type="checkbox"/> First Aid (10%)	70	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	50	<input type="checkbox"/> Forensics (0%)	40	<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	50	<input type="checkbox"/> Search (20%)	40
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	80	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	10	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	40
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):	20	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Electrician Mechanic	40 40	<input type="checkbox"/> Navigate (10%)	50	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	20
	<input type="checkbox"/> Demolitions (0%)	50	<input type="checkbox"/> Persuade (20%)	20	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	30	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	50	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	50			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	20	<input type="checkbox"/> Psychotherapy (10%)	30	<input type="checkbox"/>	

DB=0

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

THIS IS A WORK OF FICTION

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	40%		1D4-1				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY
		19. SPECIAL TRAINING
		SKILL OR STAT USED

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL HEGARTY, Emilio		2. PROFESSION (RANK IF APPLICABLE) Firefighter		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Lewiston, MI		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 35 (JUL 3)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	14	70	Tough
	Constitution (CON)	10	50	
	Dexterity (DEX)	12	60	
	Intelligence (INT)	11	55	
	Power (POW)	15	75	Strong-willed
	Charisma (CHA)	10	50	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		12	
	Willpower Points (WP)		15	
Sanity Points (SAN)		75		
Breaking Point (BP)		60		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS		SCORE
			10
			10
			10
	12. MOTIVATIONS AND MENTAL DISORDERS		
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE			
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted			

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	70	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	50	<input type="checkbox"/> Forensics (0%)	40	<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)	20	<input type="checkbox"/> Heavy Machinery (10%)	50	<input type="checkbox"/> Search (20%)	40
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)	20	<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	60	<input type="checkbox"/> Medicine (0%)	20	<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	30	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	40
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Electrician Electrician Mechanic	60 40	<input type="checkbox"/> Navigate (10%)	50	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)	70	<input type="checkbox"/> Persuade (20%)	20	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	50	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	50			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	20	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=1

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

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	40%		1D4				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY
		19. SPECIAL TRAINING
		SKILL OR STAT USED

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL DORAN, Abbey		2. PROFESSION (RANK IF APPLICABLE) Firefighter		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Aragon, GA		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 55 (JAN 11)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	6	30	Weak
	Constitution (CON)	10	50	
	Dexterity (DEX)	11	55	
	Intelligence (INT)	12	60	
	Power (POW)	7	35	Low spirited
	Charisma (CHA)	14	70	Charming
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		8	
	Willpower Points (WP)		7	
Sanity Points (SAN)		35		
Breaking Point (BP)		28		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS		SCORE	
			14	
			14	
			14	
	12. MOTIVATIONS AND MENTAL DISORDERS			
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE				
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted				

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	50	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	50	<input type="checkbox"/> Forensics (0%)	40	<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)	20	<input type="checkbox"/> Heavy Machinery (10%)	50	<input type="checkbox"/> Search (20%)	40
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)	20	<input type="checkbox"/> SIGINT (0%)	20
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	30
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	60	<input type="checkbox"/> Medicine (0%)	20	<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	30	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	40
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Electrician	40	<input type="checkbox"/> Navigate (10%)	70	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Electrician	40	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Criminology (10%)	30	<input type="checkbox"/> Persuade (20%)	20	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)	50	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30			<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	50	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	20			<input type="checkbox"/>	

DB=-1

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

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	40%		1D4-2				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY
		19. SPECIAL TRAINING
		SKILL OR STAT USED

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL MOREHEAD, Keegan		2. PROFESSION (RANK IF APPLICABLE) Firefighter		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Paint Rock, AL		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 44 (AUG 6)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	10	50	
	Constitution (CON)	17	85	Tough
	Dexterity (DEX)	14	70	Lithe
	Intelligence (INT)	8	40	Ignorant
	Power (POW)	10	50	
	Charisma (CHA)	13	65	Affable
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		14	
	Willpower Points (WP)		10	
Sanity Points (SAN)		50		
Breaking Point (BP)		40		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		13
		13
		13
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	70	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	50	<input type="checkbox"/> Forensics (0%)	40	<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	50	<input type="checkbox"/> Search (20%)	40
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	20
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	30
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)	20	<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	60	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	10	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	40
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Electrician	40	<input type="checkbox"/> Navigate (10%)	70	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Mechanic	40	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	20
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Persuade (20%)	20	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)	50	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pilot (0%):	20	<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	50			<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	50	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	20			<input type="checkbox"/>	

DB=0

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

THIS IS A WORK OF FICTION

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	40%		1D4-1				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY		
			19. SPECIAL TRAINING	SKILL OR STAT USED
Please indicate why this agent was recruited and why the agent agreed to be recruited.				

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL YONG, Terri		2. PROFESSION (RANK IF APPLICABLE) Firefighter		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Port Saint Lucie, FL		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 47 (APR 21)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	12	60	
	Constitution (CON)	11	55	
	Dexterity (DEX)	12	60	
	Intelligence (INT)	13	65	Astute
	Power (POW)	11	55	
	Charisma (CHA)	13	65	Approachable
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		12	
	Willpower Points (WP)		11	
Sanity Points (SAN)		55		
Breaking Point (BP)		44		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		13
		13
		13
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	50	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	50	<input type="checkbox"/> Forensics (0%)	40	<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	50	<input type="checkbox"/> Search (20%)	40
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)	20	<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	30	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	20
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	30
	<input type="checkbox"/> Athletics (30%)	60	<input type="checkbox"/> Medicine (0%)	20	<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	10	<input type="checkbox"/> Melee Weapons (30%)	50	<input type="checkbox"/> Unarmed Combat (40%)	40
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Electrician	40	<input type="checkbox"/> Navigate (10%)	50	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Electrician	40	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Persuade (20%)	20	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)	50	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	50			<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	70	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	20				

DB=0

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

THIS IS A WORK OF FICTION

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	40%		1D4-1				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY
		19. SPECIAL TRAINING
		SKILL OR STAT USED

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL BRZOZOWSKI, Shane		2. PROFESSION (RANK IF APPLICABLE) Firefighter		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Mansfield, TN		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 51 (JUL 1)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	13	65	Muscular
	Constitution (CON)	14	70	Robust
	Dexterity (DEX)	8	40	Ungainly
	Intelligence (INT)	10	50	
	Power (POW)	10	50	
	Charisma (CHA)	17	85	Magnetic
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		14	
	Willpower Points (WP)		10	
Sanity Points (SAN)		50		
Breaking Point (BP)		40		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		17
		17
		17
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	50	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	70	<input type="checkbox"/> Forensics (0%)	60	<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)	20	<input type="checkbox"/> Heavy Machinery (10%)	70	<input type="checkbox"/> Search (20%)	40
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	30	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)	20	<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	60	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	40
	<input type="checkbox"/> Bureaucracy (10%)	10	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	40
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Electrician	40	<input type="checkbox"/> Navigate (10%)	50	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Mechanic	40	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Persuade (20%)	20	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)	50	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30			<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	70	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	20			<input type="checkbox"/>	

DB=1

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

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	40%		1D4				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY
		19. SPECIAL TRAINING
		SKILL OR STAT USED

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL ESPADA, Karina		2. PROFESSION (RANK IF APPLICABLE) Firefighter		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Madison, WI		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 25 (MAY 6)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	11	55	
	Constitution (CON)	10	50	
	Dexterity (DEX)	14	70	Slick
	Intelligence (INT)	10	50	
	Power (POW)	12	60	
	Charisma (CHA)	15	75	Approachable
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		10	
	Willpower Points (WP)		12	
Sanity Points (SAN)		60		
Breaking Point (BP)		48		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		15
		15
		15
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	50	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	50	<input type="checkbox"/> Forensics (0%)	40	<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	50	<input type="checkbox"/> Search (20%)	40
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	20
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	60	<input type="checkbox"/> Medicine (0%)	20	<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	30	<input type="checkbox"/> Melee Weapons (30%)	50	<input type="checkbox"/> Unarmed Combat (40%)	40
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Electrician Electrician Mechanic	40 40	<input type="checkbox"/> Navigate (10%)	50	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	30	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)	70	<input type="checkbox"/> Persuade (20%)	40	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	50			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	40	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=0

THIS IS A WORK OF FICTION

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

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	40%		1D4-1				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY	
		19. SPECIAL TRAINING	SKILL OR STAT USED
		Please indicate why this agent was recruited and why the agent agreed to be recruited.	

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL GARTNER, Felipe		2. PROFESSION (RANK IF APPLICABLE) Firefighter		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Kenesaw, NE		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 38 (DEC 16)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	10	50	
	Constitution (CON)	15	75	Resistant
	Dexterity (DEX)	14	70	Agile
	Intelligence (INT)	12	60	
	Power (POW)	11	55	
	Charisma (CHA)	10	50	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		12	
	Willpower Points (WP)		11	
Sanity Points (SAN)		55		
Breaking Point (BP)		44		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		10
		10
		10
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <i>adapted</i> Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <i>adapted</i>		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	50	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	50	<input type="checkbox"/> Forensics (0%)	40	<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	70	<input type="checkbox"/> Search (20%)	40
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)	20	<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	30	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	30	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)	20	<input type="checkbox"/> Law (0%)	20	<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	60	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	10	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	40
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Electrician	60	<input type="checkbox"/> Navigate (10%)	50	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Mechanic	40	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Criminology (10%)	30	<input type="checkbox"/> Persuade (20%)	20	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)	50	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30			<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	50	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	20			<input type="checkbox"/>	

DB=0

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

THIS IS A WORK OF FICTION

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	40%		1D4-1				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY		
		19. SPECIAL TRAINING	SKILL OR STAT USED	
Please indicate why this agent was recruited and why the agent agreed to be recruited.				

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL CASSADY, Valerie		2. PROFESSION (RANK IF APPLICABLE) Firefighter		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Dallas, TX		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 34 (DEC 13)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	15	75	Sturdy
	Constitution (CON)	14	70	Fit
	Dexterity (DEX)	10	50	
	Intelligence (INT)	11	55	
	Power (POW)	12	60	
	Charisma (CHA)	10	50	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		14	
	Willpower Points (WP)		12	
Sanity Points (SAN)		60		
Breaking Point (BP)		48		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		10
		10
		10
	12. MOTIVATIONS AND MENTAL DISORDERS	
	13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE	
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	50	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	70	<input type="checkbox"/> Forensics (0%)	40	<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)	20	<input type="checkbox"/> Heavy Machinery (10%)	50	<input type="checkbox"/> Search (20%)	40
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):	20	<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	30	<input type="checkbox"/> Surgery (0%)	20
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	60	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	10	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	40
	<input type="checkbox"/> Computer Science (0%)	20	<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Electrician	60	<input type="checkbox"/> Navigate (10%)	50	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Mechanic	40	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Persuade (20%)	20	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)	50	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30			<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	70	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	20				

DB=1

THIS IS A WORK OF FICTION

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

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	40%		1D4				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY
		19. SPECIAL TRAINING
		SKILL OR STAT USED

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL ALONGI, Jan		2. PROFESSION (RANK IF APPLICABLE) Firefighter		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Guilford, MO		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 41 (JAN 7)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	8	40	Puny
	Constitution (CON)	15	75	Robust
	Dexterity (DEX)	14	70	Agile
	Intelligence (INT)	10	50	
	Power (POW)	12	60	
	Charisma (CHA)	12	60	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		12	
	Willpower Points (WP)		12	
Sanity Points (SAN)		60		
Breaking Point (BP)		48		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		12
		12
		12
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	30	<input type="checkbox"/> First Aid (10%)	70	<input type="checkbox"/> Ride (10%)	30
	<input type="checkbox"/> Alertness (20%)	50	<input type="checkbox"/> Forensics (0%)	40	<input type="checkbox"/> Science (0%):	20
	<input type="checkbox"/> Anthropology (0%)	20	<input type="checkbox"/> Heavy Machinery (10%)	50	<input type="checkbox"/> Search (20%)	40
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	60	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	40
	<input type="checkbox"/> Bureaucracy (10%)	10	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	60
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Electrician Electrician Mechanic	40 40	<input type="checkbox"/> Navigate (10%)	50	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)	50	<input type="checkbox"/> Persuade (20%)	20	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	50			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	20	<input type="checkbox"/> Psychotherapy (10%)	30	<input type="checkbox"/>	

DB=-1

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

THIS IS A WORK OF FICTION

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	60%		1D4-2				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY	
		19. SPECIAL TRAINING	SKILL OR STAT USED
		Please indicate why this agent was recruited and why the agent agreed to be recruited.	

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL DUNNAM, Kellie		2. PROFESSION (RANK IF APPLICABLE) Firefighter		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Coleman, TX		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 27 (JUL 19)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	15	75	Powerful
	Constitution (CON)	17	85	Indefatigable
	Dexterity (DEX)	7	35	Graceless
	Intelligence (INT)	17	85	Genius
	Power (POW)	13	65	Brave
	Charisma (CHA)	8	40	Shy
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		16	
	Willpower Points (WP)		13	
Sanity Points (SAN)		65		
Breaking Point (BP)		52		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		8
		8
		8
12. MOTIVATIONS AND MENTAL DISORDERS		
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	50	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	50	<input type="checkbox"/> Forensics (0%)	40	<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	50	<input type="checkbox"/> Search (20%)	40
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	30	<input type="checkbox"/> Surgery (0%)	20
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	80	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	10	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	40
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Electrician	40	<input type="checkbox"/> Navigate (10%)	50	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Mechanic	40	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Persuade (20%)	20	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)	50	<input type="checkbox"/> Pharmacy (0%)	20	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	30	<input type="checkbox"/> Pilot (0%):	20	<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	50			<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	50	<input type="checkbox"/> Psychotherapy (10%)	30	<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	20			<input type="checkbox"/>	

DB=1

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

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	40%		1D4				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY	
		19. SPECIAL TRAINING	SKILL OR STAT USED

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL DOWNER, Tyree		2. PROFESSION (RANK IF APPLICABLE) Firefighter		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Alma, KS		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 40 (MAY 8)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	10	50	
	Constitution (CON)	14	70	Resistant
	Dexterity (DEX)	13	65	Nimble
	Intelligence (INT)	10	50	
	Power (POW)	8	40	Pessimistic
	Charisma (CHA)	17	85	Beguiling
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		12	
	Willpower Points (WP)		8	
Sanity Points (SAN)		40		
Breaking Point (BP)		32		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		17
		17
		17
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	50	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	50	<input type="checkbox"/> Forensics (0%)	60	<input type="checkbox"/> Science (0%):	20
	<input type="checkbox"/> Anthropology (0%)	20	<input type="checkbox"/> Heavy Machinery (10%)	70	<input type="checkbox"/> Search (20%)	40
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	20
	<input type="checkbox"/> Artillery (0%)	20	<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	60	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	10	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	40
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Electrician Electrician Mechanic	40 40	<input type="checkbox"/> Navigate (10%)	50	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)	50	<input type="checkbox"/> Persuade (20%)	40	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):	20	<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	50			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	20	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=0

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

THIS IS A WORK OF FICTION

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	40%		1D4-1				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY
		19. SPECIAL TRAINING
		SKILL OR STAT USED

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL ROBICHEAUX, Sasha		2. PROFESSION (RANK IF APPLICABLE) Firefighter		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Indiana, PA		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 35 (OCT 14)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES	PSYCHOLOGICAL DATA	11. BONDS	SCORE
	Strength (STR)	14	70	Muscular			13
	Constitution (CON)	10	50				13
	Dexterity (DEX)	17	85	Razor sharp			13
	Intelligence (INT)	10	50				
	Power (POW)	8	40	Pessimistic			
	Charisma (CHA)	13	65	Prepossessing			
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT		12. MOTIVATIONS AND MENTAL DISORDERS	
	Hit Points (HP)		12				
	Willpower Points (WP)		8				
Sanity Points (SAN)		40					
Breaking Point (BP)		32					
10. PHYSICAL DESCRIPTION				13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE			
				Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted			

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	50	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	50	<input type="checkbox"/> Forensics (0%)	40	<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	50	<input type="checkbox"/> Search (20%)	60
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	30
	<input type="checkbox"/> Athletics (30%)	60	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	10	<input type="checkbox"/> Melee Weapons (30%)	50	<input type="checkbox"/> Unarmed Combat (40%)	60
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Electrician	60	<input type="checkbox"/> Navigate (10%)	50	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Mechanic	40	<input type="checkbox"/> Occult (10%)	30	<input type="checkbox"/>	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Persuade (20%)	20	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)	50	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30			<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	70	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	40			<input type="checkbox"/>	

DB=1

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

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	60%		1D4				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY
		19. SPECIAL TRAINING
		SKILL OR STAT USED

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL BUENROSTRO, Vincent		2. PROFESSION (RANK IF APPLICABLE) Firefighter		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Crafton, PA		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 43 (APR 18)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES	PSYCHOLOGICAL DATA	11. BONDS	SCORE	
	Strength (STR)	11	55				11	
	Constitution (CON)	13	65	Robust			11	
	Dexterity (DEX)	12	60				11	
	Intelligence (INT)	12	60					
	Power (POW)	13	65	Forbearing				
	Charisma (CHA)	11	55					
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT		12. MOTIVATIONS AND MENTAL DISORDERS		
	Hit Points (HP)		12					
	Willpower Points (WP)		13					
Sanity Points (SAN)		65						
Breaking Point (BP)		52						
10. PHYSICAL DESCRIPTION				13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE				
				Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted				

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	70	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	50	<input type="checkbox"/> Forensics (0%)	40	<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	50	<input type="checkbox"/> Search (20%)	60
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	30	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	60	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	10	<input type="checkbox"/> Melee Weapons (30%)	50	<input type="checkbox"/> Unarmed Combat (40%)	60
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Electrician	40	<input type="checkbox"/> Navigate (10%)	70	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Electrician	40	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Persuade (20%)	20	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)	50	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	50			<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	70	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	20				

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

DB=0

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	60%		1D4-1				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY		
			19. SPECIAL TRAINING	SKILL OR STAT USED

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL NEVAREZ, Tasha			2. PROFESSION (RANK IF APPLICABLE) Firefighter		
	3. EMPLOYER			4. NATIONALITY (U.S.A.) Wilmington, DE		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____		6. AGE AND D.O.B. 25 (FEB 5)		7. EDUCATION AND OCCUPATIONAL HISTORY	

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	11	55	
	Constitution (CON)	14	70	Perfect health
	Dexterity (DEX)	17	85	Acrobatic
	Intelligence (INT)	13	65	Ingenious
	Power (POW)	16	80	Forbearing
	Charisma (CHA)	12	60	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		12	
	Willpower Points (WP)		16	
Sanity Points (SAN)		80		
Breaking Point (BP)		64		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS		SCORE
			12
			12
			12
	12. MOTIVATIONS AND MENTAL DISORDERS		
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE			
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted			

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	70	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	50	<input type="checkbox"/> Forensics (0%)	40	<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	70	<input type="checkbox"/> Search (20%)	40
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)	20	<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	30	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)	20	<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	60	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	30	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	40
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Electrician Electrician Mechanic	40 40	<input type="checkbox"/> Navigate (10%)	50	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	30	<input type="checkbox"/>	20
	<input type="checkbox"/> Demolitions (0%)	50	<input type="checkbox"/> Persuade (20%)	20	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	50			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	20	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=0

THIS IS A WORK OF FICTION

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

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	40%		1D4-1				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY
		19. SPECIAL TRAINING
		SKILL OR STAT USED

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL MERRIFIELD, Glen		2. PROFESSION (RANK IF APPLICABLE) Firefighter		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Industry, TX		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 54 (APR 24)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES	PSYCHOLOGICAL DATA	11. BONDS	SCORE	
	Strength (STR)	13	65	Powerful			13	
	Constitution (CON)	12	60				13	
	Dexterity (DEX)	16	80	Nimble			13	
	Intelligence (INT)	13	65	Crafty				
	Power (POW)	9	45					
	Charisma (CHA)	13	65	Charming				
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT		12. MOTIVATIONS AND MENTAL DISORDERS		
	Hit Points (HP)		12					
	Willpower Points (WP)		9					
Sanity Points (SAN)		45						
Breaking Point (BP)		36						
10. PHYSICAL DESCRIPTION				13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE				
				Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <i>adapted</i> Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <i>adapted</i>				

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	50	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	50	<input type="checkbox"/> Forensics (0%)	40	<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	50	<input type="checkbox"/> Search (20%)	40
	<input type="checkbox"/> Archeology (0%)	20	<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	20
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	30	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	30	<input type="checkbox"/> Surgery (0%)	20
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	60	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	10	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	40
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):	20	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Electrician	40	<input type="checkbox"/> Navigate (10%)	50	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Electrician	40	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	20
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Persuade (20%)	20	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)	50	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30			<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	50	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	40			<input type="checkbox"/>	

DB=1

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

THIS IS A WORK OF FICTION

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	40%		1D4				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY	
		19. SPECIAL TRAINING	SKILL OR STAT USED
		Please indicate why this agent was recruited and why the agent agreed to be recruited.	

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL GONSER, Ana		2. PROFESSION (RANK IF APPLICABLE) Firefighter		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Telephone, TX		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 27 (FEB 1)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	10	50	
	Constitution (CON)	8	40	Frail
	Dexterity (DEX)	14	70	Deft
	Intelligence (INT)	10	50	
	Power (POW)	13	65	Brave
	Charisma (CHA)	17	85	Hypnotic
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		9	
	Willpower Points (WP)		13	
Sanity Points (SAN)		65		
Breaking Point (BP)		52		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS		SCORE	
			17	
			17	
			17	
	12. MOTIVATIONS AND MENTAL DISORDERS			
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE				
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted				

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	50	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	50	<input type="checkbox"/> Forensics (0%)	60	<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	50	<input type="checkbox"/> Search (20%)	40
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)	20	<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	30
	<input type="checkbox"/> Athletics (30%)	80	<input type="checkbox"/> Medicine (0%)	20	<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	10	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	40
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Electrician	40	<input type="checkbox"/> Navigate (10%)	50	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Electrician	40	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Persuade (20%)	20	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)	70	<input type="checkbox"/> Pharmacy (0%)	20	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30			<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	50			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	20	<input type="checkbox"/> Psychotherapy (10%)	30	<input type="checkbox"/>	

DB=0

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

THIS IS A WORK OF FICTION

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	40%		1D4-1				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY	
		19. SPECIAL TRAINING	SKILL OR STAT USED
		Please indicate why this agent was recruited and why the agent agreed to be recruited.	

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL PIERCY, Lincoln		2. PROFESSION (RANK IF APPLICABLE) Firefighter		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Hermanville, MS		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 41 (JUN 22)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES	PSYCHOLOGICAL DATA	11. BONDS	SCORE	
	Strength (STR)	13	65	Powerful			10	
	Constitution (CON)	8	40	Unwell			10	
	Dexterity (DEX)	17	85	Quick			10	
	Intelligence (INT)	10	50					
	Power (POW)	14	70	Strong-willed				
	Charisma (CHA)	10	50					
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT		12. MOTIVATIONS AND MENTAL DISORDERS		
	Hit Points (HP)		10					
	Willpower Points (WP)		14					
Sanity Points (SAN)		70						
Breaking Point (BP)		56						
10. PHYSICAL DESCRIPTION					13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE			
					Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted			

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	50	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	50	<input type="checkbox"/> Forensics (0%)	60	<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	50	<input type="checkbox"/> Search (20%)	40
	<input type="checkbox"/> Archeology (0%)	20	<input type="checkbox"/> Heavy Weapons (0%)	20	<input type="checkbox"/> SIGINT (0%)	20
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)	20	<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	80	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	10	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	40
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Electrician	60	<input type="checkbox"/> Navigate (10%)	50	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Mechanic	40	<input type="checkbox"/> Occult (10%)	30	<input type="checkbox"/>	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Persuade (20%)	20	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)	50	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30			<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	50	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	20			<input type="checkbox"/>	

DB=1

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

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	40%		1D4				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY
		19. SPECIAL TRAINING
		SKILL OR STAT USED

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL UGALDE, Jody		2. PROFESSION (RANK IF APPLICABLE) Firefighter		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Manchester, NH		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 34 (SEP 2)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	13	65	Muscular
	Constitution (CON)	11	55	
	Dexterity (DEX)	12	60	
	Intelligence (INT)	13	65	Astute
	Power (POW)	12	60	
	Charisma (CHA)	11	55	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		12	
	Willpower Points (WP)		12	
Sanity Points (SAN)		60		
Breaking Point (BP)		48		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		11
		11
		11
12. MOTIVATIONS AND MENTAL DISORDERS		
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	70	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	50	<input type="checkbox"/> Forensics (0%)	40	<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	50	<input type="checkbox"/> Search (20%)	40
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	30	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	60	<input type="checkbox"/> Medicine (0%)	20	<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	30	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	40
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Electrician Electrician Mechanic	40 40	<input type="checkbox"/> Navigate (10%)	50	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	20
	<input type="checkbox"/> Demolitions (0%)	50	<input type="checkbox"/> Persuade (20%)	20	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	50	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	70			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	20	<input type="checkbox"/> Psychotherapy (10%)	30	<input type="checkbox"/>	

DB=1

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

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	40%		1D4				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY	
		19. SPECIAL TRAINING	SKILL OR STAT USED
		Please indicate why this agent was recruited and why the agent agreed to be recruited.	

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL CHAMBLISS, Rogelio		2. PROFESSION (RANK IF APPLICABLE) Firefighter		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Donnellson, IL		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 27 (JUN 4)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES	PSYCHOLOGICAL DATA	11. BONDS	SCORE	
	Strength (STR)	12	60				13	
	Constitution (CON)	13	65	Robust			13	
	Dexterity (DEX)	11	55				13	
	Intelligence (INT)	12	60					
	Power (POW)	11	55					
	Charisma (CHA)	13	65	Charming				
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT		12. MOTIVATIONS AND MENTAL DISORDERS		
	Hit Points (HP)		12					
	Willpower Points (WP)		11					
Sanity Points (SAN)		55						
Breaking Point (BP)		44						
10. PHYSICAL DESCRIPTION					13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE			
					Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted			

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	70	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	50	<input type="checkbox"/> Forensics (0%)	60	<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	50	<input type="checkbox"/> Search (20%)	40
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	20
	<input type="checkbox"/> Artillery (0%)	20	<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	60	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	10	<input type="checkbox"/> Melee Weapons (30%)	50	<input type="checkbox"/> Unarmed Combat (40%)	60
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Electrician	40	<input type="checkbox"/> Navigate (10%)	50	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Mechanic	40	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Criminology (10%)	30	<input type="checkbox"/> Persuade (20%)	20	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)	50	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30			<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	50	<input type="checkbox"/> Psychotherapy (10%)	30	<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	20			<input type="checkbox"/>	

DB=0

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

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	60%		1D4-1				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY
		19. SPECIAL TRAINING
		SKILL OR STAT USED

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL BEDNAR, Karin		2. PROFESSION (RANK IF APPLICABLE) Firefighter		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Shelby, MS		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 47 (JAN 1)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	13	65	Tough
	Constitution (CON)	11	55	
	Dexterity (DEX)	11	55	
	Intelligence (INT)	13	65	Quick witted
	Power (POW)	12	60	
	Charisma (CHA)	12	60	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		12	
	Willpower Points (WP)		12	
Sanity Points (SAN)		60		
Breaking Point (BP)		48		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		12
		12
		12
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	50	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	50	<input type="checkbox"/> Forensics (0%)	40	<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	50	<input type="checkbox"/> Search (20%)	40
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	30
	<input type="checkbox"/> Athletics (30%)	60	<input type="checkbox"/> Medicine (0%)	20	<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	30	<input type="checkbox"/> Melee Weapons (30%)	50	<input type="checkbox"/> Unarmed Combat (40%)	60
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Electrician	40	<input type="checkbox"/> Navigate (10%)	50	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Electrician	40	<input type="checkbox"/> Occult (10%)	30	<input type="checkbox"/>	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Persuade (20%)	40	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)	50	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30			<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	50	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	20			<input type="checkbox"/>	

DB=1

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

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	60%		1D4				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY	
		19. SPECIAL TRAINING	SKILL OR STAT USED
Please indicate why this agent was recruited and why the agent agreed to be recruited.			

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL BORING, Osvaldo		2. PROFESSION (RANK IF APPLICABLE) Firefighter		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Scituate, MA		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 36 (JUN 21)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES	PSYCHOLOGICAL DATA	11. BONDS	SCORE	
	Strength (STR)	13	65	Powerful			5	
	Constitution (CON)	6	30	Unwell			5	
	Dexterity (DEX)	10	50				5	
	Intelligence (INT)	12	60					
	Power (POW)	14	70	Unflinching				
	Charisma (CHA)	5	25	Shy				
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT		12. MOTIVATIONS AND MENTAL DISORDERS		
	Hit Points (HP)		10					
	Willpower Points (WP)		14					
Sanity Points (SAN)		70						
Breaking Point (BP)		56						
10. PHYSICAL DESCRIPTION				13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE				
				Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted				

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	50	<input type="checkbox"/> Ride (10%)	30
	<input type="checkbox"/> Alertness (20%)	50	<input type="checkbox"/> Forensics (0%)	40	<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	50	<input type="checkbox"/> Search (20%)	40
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	30
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)	20	<input type="checkbox"/> Survival (10%)	30
	<input type="checkbox"/> Athletics (30%)	80	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	10	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	40
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Electrician	40	<input type="checkbox"/> Navigate (10%)	70	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Electrician	40	<input type="checkbox"/> Occult (10%)	30	<input type="checkbox"/>	20
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Persuade (20%)	20	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)	50	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30			<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	50	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	20			<input type="checkbox"/>	

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

DB=1

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	40%		1D4				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY
		19. SPECIAL TRAINING
		SKILL OR STAT USED
Please indicate why this agent was recruited and why the agent agreed to be recruited.		

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL DOZIER, Hollie		2. PROFESSION (RANK IF APPLICABLE) Firefighter		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Bushwood, MD		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 50 (MAR 7)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	11	55	
	Constitution (CON)	11	55	
	Dexterity (DEX)	13	65	Slick
	Intelligence (INT)	12	60	
	Power (POW)	13	65	Unflinching
	Charisma (CHA)	12	60	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		11	
	Willpower Points (WP)		13	
Sanity Points (SAN)		65		
Breaking Point (BP)		52		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		12
		12
		12
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <i>adapted</i> Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <i>adapted</i>		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	50	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	50	<input type="checkbox"/> Forensics (0%)	60	<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)	20	<input type="checkbox"/> Heavy Machinery (10%)	50	<input type="checkbox"/> Search (20%)	40
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)	20	<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	80	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	10	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	40
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Electrician	40	<input type="checkbox"/> Navigate (10%)	50	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Electrician	40	<input type="checkbox"/> Occult (10%)	30	<input type="checkbox"/>	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Persuade (20%)	40	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)	50	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30			<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	70	<input type="checkbox"/> Psychotherapy (10%)	30	<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	20			<input type="checkbox"/>	

DB=0

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

THIS IS A WORK OF FICTION

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	40%		1D4-1				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY		
		19. SPECIAL TRAINING	SKILL OR STAT USED	
Please indicate why this agent was recruited and why the agent agreed to be recruited.				

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL STALLING, Francesco		2. PROFESSION (RANK IF APPLICABLE) Firefighter		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Graysville, PA		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 52 (SEP 19)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	13	65	Sturdy
	Constitution (CON)	14	70	Fit
	Dexterity (DEX)	10	50	
	Intelligence (INT)	17	85	Brilliant
	Power (POW)	8	40	Nervous
	Charisma (CHA)	10	50	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		14	
	Willpower Points (WP)		8	
Sanity Points (SAN)		40		
Breaking Point (BP)		32		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS		SCORE
			10
			10
			10
	12. MOTIVATIONS AND MENTAL DISORDERS		
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE			
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted			

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	30	<input type="checkbox"/> First Aid (10%)	50	<input type="checkbox"/> Ride (10%)	30
	<input type="checkbox"/> Alertness (20%)	50	<input type="checkbox"/> Forensics (0%)	40	<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	70	<input type="checkbox"/> Search (20%)	40
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)	20	<input type="checkbox"/> Survival (10%)	30
	<input type="checkbox"/> Athletics (30%)	60	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	30	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	40
	<input type="checkbox"/> Computer Science (0%)	20	<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Electrician <input type="checkbox"/> Electrician <input type="checkbox"/> Mechanic	40 40 40	<input type="checkbox"/> Navigate (10%)	50	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)	50	<input type="checkbox"/> Persuade (20%)	20	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	70			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	20	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=1

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

THIS IS A WORK OF FICTION

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	40%		1D4				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY	
		19. SPECIAL TRAINING	SKILL OR STAT USED
		Please indicate why this agent was recruited and why the agent agreed to be recruited.	

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL BRALEY, Alyson		2. PROFESSION (RANK IF APPLICABLE) Firefighter		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Bynum, TX		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 33 (OCT 9)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	9	45	
	Constitution (CON)	7	35	Delicate
	Dexterity (DEX)	7	35	Clumsy
	Intelligence (INT)	12	60	
	Power (POW)	13	65	Forbearing
	Charisma (CHA)	12	60	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		8	
	Willpower Points (WP)		13	
Sanity Points (SAN)		65		
Breaking Point (BP)		52		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		12
		12
		12
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	70	<input type="checkbox"/> Ride (10%)	30
	<input type="checkbox"/> Alertness (20%)	50	<input type="checkbox"/> Forensics (0%)	40	<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	70	<input type="checkbox"/> Search (20%)	40
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)	20	<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	80	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	30	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	60
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Electrician Electrician Mechanic	40 40	<input type="checkbox"/> Navigate (10%)	50	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)	70	<input type="checkbox"/> Persuade (20%)	20	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	50			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	20	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=0

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

THIS IS A WORK OF FICTION

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	60%		1D4-1				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY
		19. SPECIAL TRAINING
		SKILL OR STAT USED

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL BENNER, Maximilian		2. PROFESSION (RANK IF APPLICABLE) Firefighter		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Sun Valley, NV		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 47 (MAY 18)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	9	45	
	Constitution (CON)	12	60	
	Dexterity (DEX)	12	60	
	Intelligence (INT)	16	80	Quick witted
	Power (POW)	11	55	
	Charisma (CHA)	10	50	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		10	
	Willpower Points (WP)		11	
Sanity Points (SAN)		55		
Breaking Point (BP)		44		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS		SCORE
			10
			10
			10
	12. MOTIVATIONS AND MENTAL DISORDERS		
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE			
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted			

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	50	<input type="checkbox"/> Ride (10%)	30
	<input type="checkbox"/> Alertness (20%)	70	<input type="checkbox"/> Forensics (0%)	40	<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)	20	<input type="checkbox"/> Heavy Machinery (10%)	70	<input type="checkbox"/> Search (20%)	40
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)	20	<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	60	<input type="checkbox"/> Medicine (0%)	20	<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	10	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	40
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Electrician	40	<input type="checkbox"/> Navigate (10%)	50	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Mechanic	40	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	20
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Persuade (20%)	20	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)	50	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30			<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	50	<input type="checkbox"/> Psychotherapy (10%)	30	<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	20			<input type="checkbox"/>	

DB=0

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

THIS IS A WORK OF FICTION

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	40%		1D4-1				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY	
		19. SPECIAL TRAINING	SKILL OR STAT USED
		Please indicate why this agent was recruited and why the agent agreed to be recruited.	

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL SANTISTEVAN, Shara		2. PROFESSION (RANK IF APPLICABLE) Foreign Service Officer		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Bryant, AL		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 46 (MAY 7)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	15	75	Tough
	Constitution (CON)	10	50	
	Dexterity (DEX)	14	70	Slick
	Intelligence (INT)	14	70	Quick witted
	Power (POW)	14	70	Unflinching
	Charisma (CHA)	15	75	Approachable
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		12	
	Willpower Points (WP)		14	
Sanity Points (SAN)		70		
Breaking Point (BP)		56		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE	
		15	
		15	
		15	
	12. MOTIVATIONS AND MENTAL DISORDERS		
	13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted			

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	40	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	20	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)	40	<input type="checkbox"/> Heavy Machinery (10%)	30	<input type="checkbox"/> Search (20%)	40
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	20
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	40	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	50	<input type="checkbox"/> Surgery (0%)	20
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)	40	<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	50	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	60	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	40
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):	20	<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	30	<input type="checkbox"/>	50
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	50	<input type="checkbox"/>	50
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	40
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):	20	<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	20			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	20	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=1

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

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	40%		1D4				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY		
			19. SPECIAL TRAINING	SKILL OR STAT USED

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL FERRI, Paul		2. PROFESSION (RANK IF APPLICABLE) Foreign Service Officer		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Von Ormy, TX		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 49 (JUN 24)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	13	65	Powerful
	Constitution (CON)	10	50	
	Dexterity (DEX)	14	70	Deft
	Intelligence (INT)	11	55	
	Power (POW)	11	55	
	Charisma (CHA)	9	45	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		12	
	Willpower Points (WP)		11	
Sanity Points (SAN)		55		
Breaking Point (BP)		44		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		9
		9
		9
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	40	<input type="checkbox"/> First Aid (10%)	30	<input type="checkbox"/> Ride (10%)	30
	<input type="checkbox"/> Alertness (20%)	20	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)	40	<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	40	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	50	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)	40	<input type="checkbox"/> Survival (10%)	30
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	60	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	40
	<input type="checkbox"/> Computer Science (0%)	20	<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	70
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	50	<input type="checkbox"/>	50
	<input type="checkbox"/> Disguise (10%)	30	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	40
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	40			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	20	<input type="checkbox"/> Psychotherapy (10%)	30	<input type="checkbox"/>	

DB=1

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

THIS IS A WORK OF FICTION

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	40%		1D4				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY		
		19. SPECIAL TRAINING	SKILL OR STAT USED	
Please indicate why this agent was recruited and why the agent agreed to be recruited.				

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL RICK, Lia		2. PROFESSION (RANK IF APPLICABLE) Foreign Service Officer		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Downer, MN		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 31 (SEP 4)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES	PSYCHOLOGICAL DATA	11. BONDS	SCORE	
	Strength (STR)	14	70	Tough			14	
	Constitution (CON)	13	65	Fit			14	
	Dexterity (DEX)	11	55				14	
	Intelligence (INT)	12	60					
	Power (POW)	11	55					
	Charisma (CHA)	14	70	Prepossessing				
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT		12. MOTIVATIONS AND MENTAL DISORDERS		
	Hit Points (HP)		14					
	Willpower Points (WP)		11					
Sanity Points (SAN)		55						
Breaking Point (BP)		44						
10. PHYSICAL DESCRIPTION				13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE				
				Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted				

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	40	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	30
	<input type="checkbox"/> Alertness (20%)	20	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)	40	<input type="checkbox"/> Heavy Machinery (10%)	30	<input type="checkbox"/> Search (20%)	40
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	20
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	40	<input type="checkbox"/> Stealth (10%)	30
			<input type="checkbox"/> HUMINT (10%)	50	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)	40	<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	60	<input type="checkbox"/> Melee Weapons (30%)	50	<input type="checkbox"/> Unarmed Combat (40%)	60
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	70
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	50	<input type="checkbox"/>	50
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	40
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	20			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	20	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

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

DB=1

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	60%		1D4				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY
		19. SPECIAL TRAINING
		SKILL OR STAT USED

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL STURDEVANT, Leslie		2. PROFESSION (RANK IF APPLICABLE) Foreign Service Officer		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Michigan City, MS		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 29 (JUN 22)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES	PSYCHOLOGICAL DATA	11. BONDS	SCORE	
	Strength (STR)	13	65	Powerful			8	
	Constitution (CON)	10	50				8	
	Dexterity (DEX)	10	50				8	
	Intelligence (INT)	14	70	Perceptive				
	Power (POW)	17	85	Imperturbable				
	Charisma (CHA)	8	40	Offhand				
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT		12. MOTIVATIONS AND MENTAL DISORDERS		
	Hit Points (HP)		12					
	Willpower Points (WP)		17					
Sanity Points (SAN)		85						
Breaking Point (BP)		68						
10. PHYSICAL DESCRIPTION					13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE			
					Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted			

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	60	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	40	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)	40	<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	40	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	50	<input type="checkbox"/> Surgery (0%)	20
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)	40	<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)	20	<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	60	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	60
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	50
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	50	<input type="checkbox"/>	50
	<input type="checkbox"/> Disguise (10%)	30	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	40
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):	20	<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	20			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	40	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=1

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

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	60%		1D4				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY
		19. SPECIAL TRAINING
		SKILL OR STAT USED

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL RULE, Chastity		2. PROFESSION (RANK IF APPLICABLE) Foreign Service Officer		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Wilmington, OH		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 40 (AUG 28)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	10	50	
	Constitution (CON)	10	50	
	Dexterity (DEX)	8	40	Clumsy
	Intelligence (INT)	14	70	Perceptive
	Power (POW)	17	85	Indomitable
	Charisma (CHA)	13	65	Approachable
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		10	
	Willpower Points (WP)		17	
Sanity Points (SAN)		85		
Breaking Point (BP)		68		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		13
		13
		13
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	60	<input type="checkbox"/> First Aid (10%)	30	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	20	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)	40	<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)	20	<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):	20	<input type="checkbox"/> History (10%)	40	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	50	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)	40	<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	60	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	40
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):	20	<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	30	<input type="checkbox"/> Occult (10%)	30	<input type="checkbox"/>	70
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	50	<input type="checkbox"/>	50
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	40
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	20			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	20	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=0

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

THIS IS A WORK OF FICTION

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	40%		1D4-1				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY	
		19. SPECIAL TRAINING	SKILL OR STAT USED
		Please indicate why this agent was recruited and why the agent agreed to be recruited.	

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL ROOD, Dalton		2. PROFESSION (RANK IF APPLICABLE) Foreign Service Officer		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Clifton, IL		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 44 (APR 5)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	15	75	Brawny
	Constitution (CON)	12	60	
	Dexterity (DEX)	10	50	
	Intelligence (INT)	11	55	
	Power (POW)	10	50	
	Charisma (CHA)	14	70	Approachable
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		14	
	Willpower Points (WP)		10	
Sanity Points (SAN)		50		
Breaking Point (BP)		40		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		14
		14
		14
12. MOTIVATIONS AND MENTAL DISORDERS		
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	40	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	20	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)	40	<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	40
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	40	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	70	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)	20	<input type="checkbox"/> Law (0%)	40	<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	40
	<input type="checkbox"/> Bureaucracy (10%)	60	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	40
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	30	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	30	<input type="checkbox"/>	50
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	50	<input type="checkbox"/>	50
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)	20	<input type="checkbox"/>	40
	<input type="checkbox"/> Dodge (30%)	50	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	20			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	20	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=1

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

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	40%		1D4				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY		
		19. SPECIAL TRAINING	SKILL OR STAT USED	
Please indicate why this agent was recruited and why the agent agreed to be recruited.				

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL VEIGA, Marissa		2. PROFESSION (RANK IF APPLICABLE) Foreign Service Officer		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Red Oak, IA		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 38 (DEC 15)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES	PSYCHOLOGICAL DATA	11. BONDS	SCORE	
	Strength (STR)	11	55				10	
	Constitution (CON)	13	65	Resistant			10	
	Dexterity (DEX)	11	55				10	
	Intelligence (INT)	9	45					
	Power (POW)	17	85	Imperturbable				
	Charisma (CHA)	10	50					
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT		12. MOTIVATIONS AND MENTAL DISORDERS		
	Hit Points (HP)		12					
	Willpower Points (WP)		17					
Sanity Points (SAN)		85						
Breaking Point (BP)		68						
10. PHYSICAL DESCRIPTION				13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE				
				Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted				

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	60	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	30
	<input type="checkbox"/> Alertness (20%)	20	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	20
	<input type="checkbox"/> Anthropology (0%)	40	<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)	20	<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	40	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	50	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)	40	<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	80	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	40
	<input type="checkbox"/> Computer Science (0%)	20	<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	30	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	50
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	50	<input type="checkbox"/>	50
	<input type="checkbox"/> Disguise (10%)	30	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	40
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	20			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	20	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=0

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

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	40%		1D4-1				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY
		19. SPECIAL TRAINING
		SKILL OR STAT USED

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL SCHWENK, Blair		2. PROFESSION (RANK IF APPLICABLE) Foreign Service Officer		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Nogales, AZ		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 41 (AUG 27)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	15	75	Muscular
	Constitution (CON)	11	55	
	Dexterity (DEX)	10	50	
	Intelligence (INT)	12	60	
	Power (POW)	10	50	
	Charisma (CHA)	14	70	Friendly
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		13	
	Willpower Points (WP)		10	
Sanity Points (SAN)		50		
Breaking Point (BP)		40		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		14
		14
		14
12. MOTIVATIONS AND MENTAL DISORDERS		
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	40	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	30
	<input type="checkbox"/> Alertness (20%)	40	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)	40	<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	60	<input type="checkbox"/> Stealth (10%)	30
			<input type="checkbox"/> HUMINT (10%)	50	<input type="checkbox"/> Surgery (0%)	20
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)	40	<input type="checkbox"/> Survival (10%)	30
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	60	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	40
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	50
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	50	<input type="checkbox"/>	50
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	40
	<input type="checkbox"/> Dodge (30%)	50	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	20			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	40	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=1

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

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	40%		1D4				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY	
		19. SPECIAL TRAINING	SKILL OR STAT USED
Please indicate why this agent was recruited and why the agent agreed to be recruited.			

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL SEDA, Lyndsay		2. PROFESSION (RANK IF APPLICABLE) Foreign Service Officer		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Plattsburgh, NY		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 55 (JUN 20)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	6	30	Weak
	Constitution (CON)	10	50	
	Dexterity (DEX)	14	70	Quick footed
	Intelligence (INT)	14	70	Sharp
	Power (POW)	7	35	Gloomy
	Charisma (CHA)	18	90	Magnetic
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		8	
	Willpower Points (WP)		7	
Sanity Points (SAN)		35		
Breaking Point (BP)		28		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		18
		18
		18
12. MOTIVATIONS AND MENTAL DISORDERS		
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	40	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	30
	<input type="checkbox"/> Alertness (20%)	20	<input type="checkbox"/> Forensics (0%)	20	<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)	40	<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	40	<input type="checkbox"/> Stealth (10%)	30
			<input type="checkbox"/> HUMINT (10%)	50	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)	60	<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	60	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	40
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	30	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	30	<input type="checkbox"/>	70
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	50	<input type="checkbox"/>	50
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	40
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):	20	<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	20			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	20	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=-1

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

THIS IS A WORK OF FICTION

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	40%		1D4-2				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY	
		19. SPECIAL TRAINING	SKILL OR STAT USED
		Please indicate why this agent was recruited and why the agent agreed to be recruited.	

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL LOVING, Hank		2. PROFESSION (RANK IF APPLICABLE) Foreign Service Officer		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Fort Mc Kavett, TX		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 51 (APR 27)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	10	50	
	Constitution (CON)	10	50	
	Dexterity (DEX)	13	65	Deft
	Intelligence (INT)	8	40	Oblivious
	Power (POW)	17	85	Indomitable
	Charisma (CHA)	14	70	Affable
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		10	
	Willpower Points (WP)		17	
Sanity Points (SAN)		85		
Breaking Point (BP)		68		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		14
		14
		14
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <i>adapted</i> Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <i>adapted</i>		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	40	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	20	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	20
	<input type="checkbox"/> Anthropology (0%)	60	<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	20
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	40	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	50	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)	20	<input type="checkbox"/> Law (0%)	40	<input type="checkbox"/> Survival (10%)	30
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)	20	<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	60	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	40
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):	20	<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	30	<input type="checkbox"/>	50
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	50	<input type="checkbox"/>	50
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	40
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	20			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	20	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=0

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

THIS IS A WORK OF FICTION

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	40%		1D4-1				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY	
		19. SPECIAL TRAINING	SKILL OR STAT USED
		Please indicate why this agent was recruited and why the agent agreed to be recruited.	

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL NEIHOFF, Alexis		2. PROFESSION (RANK IF APPLICABLE) Foreign Service Officer		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Brooklyn, NY		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 42 (JAN 4)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	12	60	
	Constitution (CON)	11	55	
	Dexterity (DEX)	12	60	
	Intelligence (INT)	13	65	Astute
	Power (POW)	11	55	
	Charisma (CHA)	13	65	Affable
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		12	
	Willpower Points (WP)		11	
Sanity Points (SAN)		55		
Breaking Point (BP)		44		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE	
		13	
		13	
		13	
	12. MOTIVATIONS AND MENTAL DISORDERS		
	13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted			

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	60	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	20	<input type="checkbox"/> Forensics (0%)	20	<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)	40	<input type="checkbox"/> Heavy Machinery (10%)	30	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	40	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	50	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)	40	<input type="checkbox"/> Survival (10%)	30
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	80	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	40
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	50
	<input type="checkbox"/> Demolitions (0%)	20	<input type="checkbox"/> Persuade (20%)	50	<input type="checkbox"/>	50
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	40
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	40			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	20	<input type="checkbox"/> Psychotherapy (10%)	30	<input type="checkbox"/>	

DB=0

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

THIS IS A WORK OF FICTION

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	40%		1D4-1				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY		
		19. SPECIAL TRAINING	SKILL OR STAT USED	

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL CHAPUT, Randall		2. PROFESSION (RANK IF APPLICABLE) Foreign Service Officer		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Titonka, IA		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 33 (FEB 12)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	10	50	
	Constitution (CON)	8	40	Delicate
	Dexterity (DEX)	14	70	Slick
	Intelligence (INT)	10	50	
	Power (POW)	17	85	Imperturbable
	Charisma (CHA)	13	65	Likable
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		9	
	Willpower Points (WP)		17	
Sanity Points (SAN)		85		
Breaking Point (BP)		68		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		13
		13
		13
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	40	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	20	<input type="checkbox"/> Forensics (0%)	20	<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)	60	<input type="checkbox"/> Heavy Machinery (10%)	30	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	20
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	40	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	50	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)	40	<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	60	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	60
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	70
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	70	<input type="checkbox"/>	50
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	40
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	40			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	20	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=0

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

THIS IS A WORK OF FICTION

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	60%		1D4-1				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY	
		19. SPECIAL TRAINING	SKILL OR STAT USED

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL CREAMER, Britta		2. PROFESSION (RANK IF APPLICABLE) Foreign Service Officer		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Mayo, FL		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 50 (SEP 24)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	8	40	Puny
	Constitution (CON)	17	85	Indefatigable
	Dexterity (DEX)	10	50	
	Intelligence (INT)	14	70	Crafty
	Power (POW)	10	50	
	Charisma (CHA)	13	65	Affable
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		12	
	Willpower Points (WP)		10	
Sanity Points (SAN)		50		
Breaking Point (BP)		40		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE	
		13	
		13	
		13	
	12. MOTIVATIONS AND MENTAL DISORDERS		
	13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted			

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	40	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	30
	<input type="checkbox"/> Alertness (20%)	20	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)	40	<input type="checkbox"/> Heavy Machinery (10%)	30	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	20
	<input type="checkbox"/> Art (0%):	20	<input type="checkbox"/> History (10%)	40	<input type="checkbox"/> Stealth (10%)	30
			<input type="checkbox"/> HUMINT (10%)	50	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)	40	<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	40
	<input type="checkbox"/> Bureaucracy (10%)	60	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	40
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	30	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	50
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	50	<input type="checkbox"/>	50
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	40
	<input type="checkbox"/> Dodge (30%)	50	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	20			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	20	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=-1

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

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	40%		1D4-2				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY
		19. SPECIAL TRAINING
		SKILL OR STAT USED

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL CONAWAY, Cordell		2. PROFESSION (RANK IF APPLICABLE) Foreign Service Officer		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Glencoe, MD		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 27 (FEB 24)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES	PSYCHOLOGICAL DATA	11. BONDS	SCORE	
	Strength (STR)	10	50				11	
	Constitution (CON)	15	75	Perfect health			11	
	Dexterity (DEX)	12	60				11	
	Intelligence (INT)	10	50					
	Power (POW)	14	70	Forbearing				
	Charisma (CHA)	11	55					
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT		12. MOTIVATIONS AND MENTAL DISORDERS		
	Hit Points (HP)		12					
	Willpower Points (WP)		14					
Sanity Points (SAN)		70						
Breaking Point (BP)		56						
10. PHYSICAL DESCRIPTION				13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE				
				Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted				

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	40	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	20	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)	40	<input type="checkbox"/> Heavy Machinery (10%)	30	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	40	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	50	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)	20	<input type="checkbox"/> Law (0%)	60	<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)	20	<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	60	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	40
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):	20	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	30	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	50
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	50	<input type="checkbox"/>	50
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)	20	<input type="checkbox"/>	40
	<input type="checkbox"/> Dodge (30%)	50	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	20			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	20	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=0

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

THIS IS A WORK OF FICTION

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	40%		1D4-1				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY	
		19. SPECIAL TRAINING	SKILL OR STAT USED
		Please indicate why this agent was recruited and why the agent agreed to be recruited.	

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL JARED, Tracie		2. PROFESSION (RANK IF APPLICABLE) Foreign Service Officer		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Virginia Beach, VA		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 38 (AUG 14)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	17	85	Musclebound
	Constitution (CON)	13	65	Fit
	Dexterity (DEX)	10	50	
	Intelligence (INT)	10	50	
	Power (POW)	8	40	Pessimistic
	Charisma (CHA)	14	70	Affable
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		15	
	Willpower Points (WP)		8	
Sanity Points (SAN)		40		
Breaking Point (BP)		32		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		14
		14
		14
12. MOTIVATIONS AND MENTAL DISORDERS		
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	60	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	20	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)	60	<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	40	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	50	<input type="checkbox"/> Surgery (0%)	20
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)	40	<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)	20	<input type="checkbox"/> Swim (20%)	40
	<input type="checkbox"/> Bureaucracy (10%)	60	<input type="checkbox"/> Melee Weapons (30%)	50	<input type="checkbox"/> Unarmed Combat (40%)	40
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	50
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	50	<input type="checkbox"/>	50
	<input type="checkbox"/> Disguise (10%)	30	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	40
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	20			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	20	<input type="checkbox"/> Psychotherapy (10%)	30	<input type="checkbox"/>	

DB=2

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

THIS IS A WORK OF FICTION

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	40%		1D4+1				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY
		19. SPECIAL TRAINING
		SKILL OR STAT USED

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL KRAFT, Ronny		2. PROFESSION (RANK IF APPLICABLE) Foreign Service Officer		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Bell City, LA		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 39 (AUG 25)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	10	50	
	Constitution (CON)	14	70	Resistant
	Dexterity (DEX)	12	60	
	Intelligence (INT)	10	50	
	Power (POW)	11	55	
	Charisma (CHA)	15	75	Charming
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		12	
	Willpower Points (WP)		11	
Sanity Points (SAN)		55		
Breaking Point (BP)		44		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		15
		15
		15
12. MOTIVATIONS AND MENTAL DISORDERS		
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	60	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	20	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)	40	<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):	20	<input type="checkbox"/> History (10%)	40	<input type="checkbox"/> Stealth (10%)	30
			<input type="checkbox"/> HUMINT (10%)	50	<input type="checkbox"/> Surgery (0%)	20
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)	60	<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	60	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	40
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	50
	<input type="checkbox"/> Demolitions (0%)	20	<input type="checkbox"/> Persuade (20%)	50	<input type="checkbox"/>	50
	<input type="checkbox"/> Disguise (10%)	30	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	40
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	20			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	20	<input type="checkbox"/> Psychotherapy (10%)	30	<input type="checkbox"/>	

DB=0

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

THIS IS A WORK OF FICTION

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	40%		1D4-1				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY	
		19. SPECIAL TRAINING	SKILL OR STAT USED
		Please indicate why this agent was recruited and why the agent agreed to be recruited.	

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL MARTINEAU, Claudia		2. PROFESSION (RANK IF APPLICABLE) Foreign Service Officer		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Perry, AR		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 41 (MAR 24)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	8	40	Puny
	Constitution (CON)	14	70	Fit
	Dexterity (DEX)	13	65	Slick
	Intelligence (INT)	17	85	Genius
	Power (POW)	10	50	
	Charisma (CHA)	10	50	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		11	
	Willpower Points (WP)		10	
Sanity Points (SAN)		50		
Breaking Point (BP)		40		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE	
		10	
		10	
		10	
	12. MOTIVATIONS AND MENTAL DISORDERS		
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE			
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <i>adapted</i> Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <i>adapted</i>			

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	40	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	30
	<input type="checkbox"/> Alertness (20%)	20	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)	40	<input type="checkbox"/> Heavy Machinery (10%)	30	<input type="checkbox"/> Search (20%)	40
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)	20	<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	40	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	70	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)	40	<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	40
	<input type="checkbox"/> Bureaucracy (10%)	60	<input type="checkbox"/> Melee Weapons (30%)	50	<input type="checkbox"/> Unarmed Combat (40%)	40
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	30	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	50
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	50	<input type="checkbox"/>	50
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	40
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	20			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	20	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=-1

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

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	40%		1D4-2				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY	
		19. SPECIAL TRAINING	SKILL OR STAT USED
		Please indicate why this agent was recruited and why the agent agreed to be recruited.	

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL MORENO, Fred		2. PROFESSION (RANK IF APPLICABLE) Foreign Service Officer		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Amma, WV		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 52 (AUG 28)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	10	50	
	Constitution (CON)	14	70	Resilient
	Dexterity (DEX)	11	55	
	Intelligence (INT)	15	75	Crafty
	Power (POW)	12	60	
	Charisma (CHA)	10	50	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		12	
	Willpower Points (WP)		12	
Sanity Points (SAN)		60		
Breaking Point (BP)		48		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		10
		10
		10
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	40	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	40	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)	40	<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	40
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	60	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	70	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)	60	<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	60	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	40
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	30	<input type="checkbox"/>	50
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	50	<input type="checkbox"/>	50
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)	20	<input type="checkbox"/>	40
	<input type="checkbox"/> Dodge (30%)	50	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	20			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	20	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=0

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

THIS IS A WORK OF FICTION

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	40%		1D4-1				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY	
		19. SPECIAL TRAINING	SKILL OR STAT USED

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL RIZO, Ericka		2. PROFESSION (RANK IF APPLICABLE) Foreign Service Officer		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Eddyville, NE		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 25 (DEC 10)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	14	70	Muscular
	Constitution (CON)	17	85	Indefatigable
	Dexterity (DEX)	10	50	
	Intelligence (INT)	13	65	Cunning
	Power (POW)	8	40	Low spirited
	Charisma (CHA)	10	50	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		16	
	Willpower Points (WP)		8	
Sanity Points (SAN)		40		
Breaking Point (BP)		32		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		10
		10
		10
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	40	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	20	<input type="checkbox"/> Forensics (0%)	20	<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)	40	<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	40	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	50	<input type="checkbox"/> Surgery (0%)	20
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)	40	<input type="checkbox"/> Survival (10%)	30
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)	20	<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	60	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	40
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):	20	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	50
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	50	<input type="checkbox"/>	50
	<input type="checkbox"/> Disguise (10%)	30	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	40
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):	20	<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	40			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	20	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=1

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

THIS IS A WORK OF FICTION

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	40%		1D4				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY	
		19. SPECIAL TRAINING	SKILL OR STAT USED
		Please indicate why this agent was recruited and why the agent agreed to be recruited.	

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL KASH, Titus		2. PROFESSION (RANK IF APPLICABLE) Foreign Service Officer		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Monroeville, AL		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 29 (MAR 10)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	10	50	
	Constitution (CON)	8	40	Unfit
	Dexterity (DEX)	13	65	Lite
	Intelligence (INT)	10	50	
	Power (POW)	14	70	Strong-willed
	Charisma (CHA)	17	85	Hypnotic
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		9	
	Willpower Points (WP)		14	
Sanity Points (SAN)		70		
Breaking Point (BP)		56		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		17
		17
		17
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	40	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	20	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)	60	<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	40
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)	20	<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	40	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	50	<input type="checkbox"/> Surgery (0%)	20
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)	40	<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	60	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	40
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):	20	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	50
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	50	<input type="checkbox"/>	50
	<input type="checkbox"/> Disguise (10%)	30	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	40
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	20			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	40	<input type="checkbox"/> Psychotherapy (10%)	30	<input type="checkbox"/>	

DB=0

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

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	40%		1D4-1				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY		
		19. SPECIAL TRAINING	SKILL OR STAT USED	
Please indicate why this agent was recruited and why the agent agreed to be recruited.				

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL ECKSTEIN, Madison		2. PROFESSION (RANK IF APPLICABLE) Foreign Service Officer		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Coleman, GA		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 35 (NOV 12)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES	PSYCHOLOGICAL DATA	11. BONDS	SCORE	
	Strength (STR)	8	40	Weak			10	
	Constitution (CON)	14	70	Resistant			10	
	Dexterity (DEX)	10	50				10	
	Intelligence (INT)	17	85	Genius				
	Power (POW)	13	65	Forbearing				
	Charisma (CHA)	10	50					
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT		12. MOTIVATIONS AND MENTAL DISORDERS		
	Hit Points (HP)		11					
	Willpower Points (WP)		13					
Sanity Points (SAN)		65						
Breaking Point (BP)		52						
10. PHYSICAL DESCRIPTION				13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE				
				Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <i>adapted</i> Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <i>adapted</i>				

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	60	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	20	<input type="checkbox"/> Forensics (0%)	20	<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)	40	<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	40	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	70	<input type="checkbox"/> Surgery (0%)	20
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)	60	<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	50	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	60	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	40
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	30	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	50
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	50	<input type="checkbox"/>	50
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	40
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	20			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	40	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=-1

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

THIS IS A WORK OF FICTION

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	40%		1D4-2				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY
		19. SPECIAL TRAINING
		SKILL OR STAT USED

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL MURLEY, Davis		2. PROFESSION (RANK IF APPLICABLE) Foreign Service Officer		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Benton, TN		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 46 (DEC 5)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	11	55	
	Constitution (CON)	12	60	
	Dexterity (DEX)	14	70	Lithe
	Intelligence (INT)	10	50	
	Power (POW)	15	75	Strong-willed
	Charisma (CHA)	10	50	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		12	
	Willpower Points (WP)		15	
Sanity Points (SAN)		75		
Breaking Point (BP)		60		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE	
		10	
		10	
		10	
	12. MOTIVATIONS AND MENTAL DISORDERS		
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE			
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted			

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	40	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	20	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)	40	<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	40	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	50	<input type="checkbox"/> Surgery (0%)	20
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)	60	<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	50	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	80	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	40
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):	20	<input type="checkbox"/> Navigate (10%)	30	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	30	<input type="checkbox"/>	50
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	70	<input type="checkbox"/>	50
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	40
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	20			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	20	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=0

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

THIS IS A WORK OF FICTION

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	40%		1D4-1				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY	
		19. SPECIAL TRAINING	SKILL OR STAT USED
		Please indicate why this agent was recruited and why the agent agreed to be recruited.	

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL CHUMLEY, Lakesha		2. PROFESSION (RANK IF APPLICABLE) Foreign Service Officer		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Idyllwild, CA		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 36 (JUL 2)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	11	55	
	Constitution (CON)	12	60	
	Dexterity (DEX)	15	75	Lithe
	Intelligence (INT)	15	75	Canny
	Power (POW)	9	45	
	Charisma (CHA)	17	85	Captivating
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		12	
	Willpower Points (WP)		9	
Sanity Points (SAN)		45		
Breaking Point (BP)		36		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS		SCORE	
			17	
			17	
			17	
	12. MOTIVATIONS AND MENTAL DISORDERS			
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE				
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <i>adapted</i> Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <i>adapted</i>				

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	40	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	20	<input type="checkbox"/> Forensics (0%)	20	<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)	40	<input type="checkbox"/> Heavy Machinery (10%)	30	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	40	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	50	<input type="checkbox"/> Surgery (0%)	20
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)	40	<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	80	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	60
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):	20	<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	50
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	70	<input type="checkbox"/>	50
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	40
	<input type="checkbox"/> Dodge (30%)	50	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	20			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	20	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=0

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

THIS IS A WORK OF FICTION

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	60%		1D4-1				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY
		19. SPECIAL TRAINING
		SKILL OR STAT USED

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL JOURNEY, Leonardo		2. PROFESSION (RANK IF APPLICABLE) Foreign Service Officer		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Eagle Creek, IN		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 30 (FEB 9)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	15	75	Tough
	Constitution (CON)	10	50	
	Dexterity (DEX)	12	60	
	Intelligence (INT)	14	70	Cunning
	Power (POW)	10	50	
	Charisma (CHA)	11	55	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		12	
	Willpower Points (WP)		10	
Sanity Points (SAN)		50		
Breaking Point (BP)		40		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE	
		11	
		11	
		11	
	12. MOTIVATIONS AND MENTAL DISORDERS		
	13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted			

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	60	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	30
	<input type="checkbox"/> Alertness (20%)	20	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)	40	<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	40	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	50	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)	40	<input type="checkbox"/> Survival (10%)	30
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	60	<input type="checkbox"/> Melee Weapons (30%)	50	<input type="checkbox"/> Unarmed Combat (40%)	40
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):	20	<input type="checkbox"/> Navigate (10%)	30	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	50
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	50	<input type="checkbox"/>	50
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	40
	<input type="checkbox"/> Dodge (30%)	50	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	40			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	20	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=1

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

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	40%		1D4				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY
		19. SPECIAL TRAINING
		SKILL OR STAT USED

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL DANNA, Joshua		2. PROFESSION (RANK IF APPLICABLE) Foreign Service Officer		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Bailey, MS		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 43 (MAR 4)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES	PSYCHOLOGICAL DATA	11. BONDS	SCORE	
	Strength (STR)	14	70	Tough			13	
	Constitution (CON)	10	50				13	
	Dexterity (DEX)	8	40	Bulky			13	
	Intelligence (INT)	10	50					
	Power (POW)	17	85	Imperturbable				
	Charisma (CHA)	13	65	Likable				
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT		12. MOTIVATIONS AND MENTAL DISORDERS		
	Hit Points (HP)		12					
	Willpower Points (WP)		17					
Sanity Points (SAN)		85						
Breaking Point (BP)		68						
10. PHYSICAL DESCRIPTION					13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE			
					Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted			

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	40	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	20	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)	60	<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	20
	<input type="checkbox"/> Art (0%):	20	<input type="checkbox"/> History (10%)	60	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	50	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)	40	<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)	20	<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	80	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	40
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	50
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	70	<input type="checkbox"/>	50
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	40
	<input type="checkbox"/> Dodge (30%)	50	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	20			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	20	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=1

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

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	40%		1D4				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY
		19. SPECIAL TRAINING
		SKILL OR STAT USED

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL JOLIN, Mackenzie		2. PROFESSION (RANK IF APPLICABLE) Foreign Service Officer		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Woodville, NY		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 25 (FEB 28)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES	PSYCHOLOGICAL DATA	11. BONDS	SCORE	
	Strength (STR)	14	70	Tough			11	
	Constitution (CON)	12	60				11	
	Dexterity (DEX)	10	50				11	
	Intelligence (INT)	15	75	Canny				
	Power (POW)	10	50					
	Charisma (CHA)	11	55					
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT		12. MOTIVATIONS AND MENTAL DISORDERS		
	Hit Points (HP)		13					
	Willpower Points (WP)		10					
Sanity Points (SAN)		50						
Breaking Point (BP)		40						
10. PHYSICAL DESCRIPTION					13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE			
					Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted			

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	40	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	20	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	20
	<input type="checkbox"/> Anthropology (0%)	40	<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)	20	<input type="checkbox"/> Heavy Weapons (0%)	20	<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	60	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	50	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)	40	<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	50	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	60	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	40
	<input type="checkbox"/> Computer Science (0%)	20	<input type="checkbox"/> Military Science (0%):	20	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	50
	<input type="checkbox"/> Demolitions (0%)	20	<input type="checkbox"/> Persuade (20%)	50	<input type="checkbox"/>	50
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	40
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	20			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	20	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=1

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

THIS IS A WORK OF FICTION

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	40%		1D4				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY
		19. SPECIAL TRAINING
		SKILL OR STAT USED

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL HAYSE, Sandra		2. PROFESSION (RANK IF APPLICABLE) Foreign Service Officer		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Cedar Grove, NJ		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 44 (FEB 13)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	7	35	Puny
	Constitution (CON)	17	85	Tough
	Dexterity (DEX)	11	55	
	Intelligence (INT)	13	65	Canny
	Power (POW)	14	70	Calm
	Charisma (CHA)	13	65	Approachable
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		12	
	Willpower Points (WP)		14	
Sanity Points (SAN)		70		
Breaking Point (BP)		56		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		13
		13
		13
12. MOTIVATIONS AND MENTAL DISORDERS		
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	40	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	40	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	20
	<input type="checkbox"/> Anthropology (0%)	40	<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	40	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	50	<input type="checkbox"/> Surgery (0%)	20
	<input type="checkbox"/> Artillery (0%)	20	<input type="checkbox"/> Law (0%)	40	<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	50	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	40
	<input type="checkbox"/> Bureaucracy (10%)	60	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	40
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):	20	<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	70
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	50	<input type="checkbox"/>	50
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	40
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	20			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	20	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=-1

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

THIS IS A WORK OF FICTION

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	40%		1D4-2				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY	
		19. SPECIAL TRAINING	SKILL OR STAT USED
		Please indicate why this agent was recruited and why the agent agreed to be recruited.	

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL BERNARDINO, Daniel		2. PROFESSION (RANK IF APPLICABLE) Foreign Service Officer		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Peoria, IL		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 34 (FEB 7)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	11	55	
	Constitution (CON)	13	65	Perfect health
	Dexterity (DEX)	12	60	
	Intelligence (INT)	11	55	
	Power (POW)	12	60	
	Charisma (CHA)	13	65	Outgoing
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		12	
	Willpower Points (WP)		12	
Sanity Points (SAN)		60		
Breaking Point (BP)		48		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		13
		13
		13
12. MOTIVATIONS AND MENTAL DISORDERS		
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	40	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	40	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)	40	<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)	20	<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	40	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	50	<input type="checkbox"/> Surgery (0%)	20
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)	40	<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	40
	<input type="checkbox"/> Bureaucracy (10%)	60	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	40
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	30	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	50
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	50	<input type="checkbox"/>	50
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	40
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):	20	<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	20			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	40	<input type="checkbox"/> Psychotherapy (10%)	30	<input type="checkbox"/>	

DB=0

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

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INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	40%		1D4-1				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY		
		19. SPECIAL TRAINING	SKILL OR STAT USED	
Please indicate why this agent was recruited and why the agent agreed to be recruited.				

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL LYNN, Paola		2. PROFESSION (RANK IF APPLICABLE) Foreign Service Officer		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Coggon, IA		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 50 (MAR 5)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	13	65	Muscular
	Constitution (CON)	13	65	Resistant
	Dexterity (DEX)	12	60	
	Intelligence (INT)	11	55	
	Power (POW)	12	60	
	Charisma (CHA)	11	55	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		13	
	Willpower Points (WP)		12	
Sanity Points (SAN)		60		
Breaking Point (BP)		48		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		11
		11
		11
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	40	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	30
	<input type="checkbox"/> Alertness (20%)	20	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)	60	<input type="checkbox"/> Heavy Machinery (10%)	30	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	40	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	50	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)	40	<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	40
	<input type="checkbox"/> Bureaucracy (10%)	60	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	40
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):	20	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	30	<input type="checkbox"/> Occult (10%)	30	<input type="checkbox"/>	50
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	50	<input type="checkbox"/>	50
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	40
	<input type="checkbox"/> Dodge (30%)	50	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	20			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	20	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=1

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

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	40%		1D4				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY		
			19. SPECIAL TRAINING	SKILL OR STAT USED
Please indicate why this agent was recruited and why the agent agreed to be recruited.				

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL MUCHA, Wallace		2. PROFESSION (RANK IF APPLICABLE) Foreign Service Officer		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Morris Fork, KY		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 37 (JAN 27)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	17	85	Strapping
	Constitution (CON)	14	70	Resistant
	Dexterity (DEX)	8	40	Graceless
	Intelligence (INT)	10	50	
	Power (POW)	13	65	Brave
	Charisma (CHA)	10	50	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		16	
	Willpower Points (WP)		13	
Sanity Points (SAN)		65		
Breaking Point (BP)		52		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS		SCORE
			10
			10
			10
12. MOTIVATIONS AND MENTAL DISORDERS			
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE			
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted			

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	40	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	20	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)	40	<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)	20	<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	60	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	50	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)	40	<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	50	<input type="checkbox"/> Medicine (0%)	20	<input type="checkbox"/> Swim (20%)	40
	<input type="checkbox"/> Bureaucracy (10%)	60	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	60
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	30	<input type="checkbox"/>	50
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	50	<input type="checkbox"/>	50
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)	20	<input type="checkbox"/>	40
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	20			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	20	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=2

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

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INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	60%		1D4+1				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY	
		19. SPECIAL TRAINING	SKILL OR STAT USED
		Please indicate why this agent was recruited and why the agent agreed to be recruited.	

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL PERKINS, Eileen		2. PROFESSION (RANK IF APPLICABLE) Foreign Service Officer		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Omega, OK		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 53 (AUG 16)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES	PSYCHOLOGICAL DATA	11. BONDS	SCORE	
	Strength (STR)	11	55				14	
	Constitution (CON)	12	60				14	
	Dexterity (DEX)	10	50				14	
	Intelligence (INT)	10	50					
	Power (POW)	15	75	Strong-willed				
	Charisma (CHA)	14	70	Affable				
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT		12. MOTIVATIONS AND MENTAL DISORDERS		
	Hit Points (HP)		12					
	Willpower Points (WP)		15					
Sanity Points (SAN)		75						
Breaking Point (BP)		60						
10. PHYSICAL DESCRIPTION					13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE			
					Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted			

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	40	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	20	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	20
	<input type="checkbox"/> Anthropology (0%)	40	<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)	20	<input type="checkbox"/> SIGINT (0%)	20
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	40	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	50	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)	40	<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)	20	<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	60	<input type="checkbox"/> Melee Weapons (30%)	50	<input type="checkbox"/> Unarmed Combat (40%)	40
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	30	<input type="checkbox"/> Occult (10%)	30	<input type="checkbox"/>	50
	<input type="checkbox"/> Demolitions (0%)	20	<input type="checkbox"/> Persuade (20%)	50	<input type="checkbox"/>	50
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	40
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	20			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	20	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=0

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

THIS IS A WORK OF FICTION

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	40%		1D4-1				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY
		19. SPECIAL TRAINING
		SKILL OR STAT USED

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL ECKHOFF, Coby		2. PROFESSION (RANK IF APPLICABLE) Foreign Service Officer		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Missouri Valley, IA		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 52 (JUN 21)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	12	60	
	Constitution (CON)	11	55	
	Dexterity (DEX)	13	65	Agile
	Intelligence (INT)	11	55	
	Power (POW)	12	60	
	Charisma (CHA)	13	65	Affable
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		12	
	Willpower Points (WP)		12	
Sanity Points (SAN)		60		
Breaking Point (BP)		48		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		13
		13
		13
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	40	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	40	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)	40	<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)	20	<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	40	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	70	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)	60	<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	60	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	40
	<input type="checkbox"/> Computer Science (0%)	20	<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	30	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	50
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	50	<input type="checkbox"/>	50
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)	20	<input type="checkbox"/>	40
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	40			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	20	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=0

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

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	40%		1D4-1				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY	

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL TRAUB, Meghan		2. PROFESSION (RANK IF APPLICABLE) Foreign Service Officer		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) New Canton, IL		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 37 (NOV 24)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	11	55	
	Constitution (CON)	12	60	
	Dexterity (DEX)	13	65	Nimble
	Intelligence (INT)	12	60	
	Power (POW)	13	65	Calm
	Charisma (CHA)	11	55	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		12	
	Willpower Points (WP)		13	
Sanity Points (SAN)		65		
Breaking Point (BP)		52		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		11
		11
		11
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <i>adapted</i> Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <i>adapted</i>		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	40	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	20	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)	40	<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	40	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	50	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)	40	<input type="checkbox"/> Survival (10%)	30
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)	20	<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	60	<input type="checkbox"/> Melee Weapons (30%)	50	<input type="checkbox"/> Unarmed Combat (40%)	40
	<input type="checkbox"/> Computer Science (0%)	20	<input type="checkbox"/> Military Science (0%):	20	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	30	<input type="checkbox"/>	50
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	50	<input type="checkbox"/>	50
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	40
	<input type="checkbox"/> Dodge (30%)	50	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	20			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	40	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=0

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

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	40%		1D4-1				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY
		19. SPECIAL TRAINING
		SKILL OR STAT USED

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL STURDIVANT, Gerard		2. PROFESSION (RANK IF APPLICABLE) Foreign Service Officer		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Liberty, SC		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 37 (MAR 26)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES	PSYCHOLOGICAL DATA	11. BONDS	SCORE	
	Strength (STR)	11	55				10	
	Constitution (CON)	15	75	Resistant			10	
	Dexterity (DEX)	12	60				10	
	Intelligence (INT)	10	50					
	Power (POW)	14	70	Stoic				
	Charisma (CHA)	10	50					
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT		12. MOTIVATIONS AND MENTAL DISORDERS		
	Hit Points (HP)		13					
	Willpower Points (WP)		14					
Sanity Points (SAN)		70						
Breaking Point (BP)		56						
10. PHYSICAL DESCRIPTION				13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE				
				Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted				

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	40	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	20	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)	60	<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	60	<input type="checkbox"/> Stealth (10%)	30
			<input type="checkbox"/> HUMINT (10%)	50	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)	40	<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	50	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	60	<input type="checkbox"/> Melee Weapons (30%)	50	<input type="checkbox"/> Unarmed Combat (40%)	40
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):	20	<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	50
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	50	<input type="checkbox"/>	50
	<input type="checkbox"/> Disguise (10%)	30	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	40
	<input type="checkbox"/> Dodge (30%)	50	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	20			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	20	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=0

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

THIS IS A WORK OF FICTION

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	40%		1D4-1				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY		
			19. SPECIAL TRAINING	SKILL OR STAT USED
Please indicate why this agent was recruited and why the agent agreed to be recruited.				

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL MASELLI, Angelica		2. PROFESSION (RANK IF APPLICABLE) Foreign Service Officer		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Ora, SC		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 39 (MAY 11)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	17	85	Musclebound
	Constitution (CON)	10	50	
	Dexterity (DEX)	13	65	Agile
	Intelligence (INT)	8	40	Ignorant
	Power (POW)	14	70	Forbearing
	Charisma (CHA)	10	50	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		14	
	Willpower Points (WP)		14	
Sanity Points (SAN)		70		
Breaking Point (BP)		56		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		10
		10
		10
12. MOTIVATIONS AND MENTAL DISORDERS		
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	40	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	20	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	20
	<input type="checkbox"/> Anthropology (0%)	40	<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)	20	<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	40	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	50	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)	40	<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	60	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	60
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):	20	<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	30	<input type="checkbox"/> Occult (10%)	30	<input type="checkbox"/>	50
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	50	<input type="checkbox"/>	50
	<input type="checkbox"/> Disguise (10%)	30	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	40
	<input type="checkbox"/> Dodge (30%)	50	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	20			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	20	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=2

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

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	60%		1D4+1				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY
		19. SPECIAL TRAINING
		SKILL OR STAT USED

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL SHEATS, Erick		2. PROFESSION (RANK IF APPLICABLE) Foreign Service Officer		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Gilman City, MO		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 43 (AUG 10)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	15	75	Powerful
	Constitution (CON)	7	35	Unwell
	Dexterity (DEX)	15	75	Deft
	Intelligence (INT)	12	60	
	Power (POW)	13	65	Unflinching
	Charisma (CHA)	16	80	Outgoing
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		11	
	Willpower Points (WP)		13	
Sanity Points (SAN)		65		
Breaking Point (BP)		52		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		16
		16
		16
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	40	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	30
	<input type="checkbox"/> Alertness (20%)	20	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)	60	<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	40	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	50	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)	40	<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	80	<input type="checkbox"/> Melee Weapons (30%)	50	<input type="checkbox"/> Unarmed Combat (40%)	40
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):	20	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	30	<input type="checkbox"/>	50
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	50	<input type="checkbox"/>	50
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	40
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	40			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	40	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=1

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

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	40%		1D4				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY
		19. SPECIAL TRAINING
		SKILL OR STAT USED

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL PARROTT, Cora		2. PROFESSION (RANK IF APPLICABLE) Foreign Service Officer		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Bonham, TX		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 34 (MAY 19)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	17	85	Huge
	Constitution (CON)	14	70	Perfect health
	Dexterity (DEX)	8	40	Awkward
	Intelligence (INT)	10	50	
	Power (POW)	13	65	Unflinching
	Charisma (CHA)	10	50	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		16	
	Willpower Points (WP)		13	
Sanity Points (SAN)		65		
Breaking Point (BP)		52		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		10
		10
		10
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <i>adapted</i> Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <i>adapted</i>		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	40	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	40	<input type="checkbox"/> Forensics (0%)	20	<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)	40	<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	40	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	50	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)	40	<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	50	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	60	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	40
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	30	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	70
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	70	<input type="checkbox"/>	50
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	40
	<input type="checkbox"/> Dodge (30%)	50	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	20			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	40	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=2

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

THIS IS A WORK OF FICTION

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	40%		1D4+1				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY	
		19. SPECIAL TRAINING	SKILL OR STAT USED
		Please indicate why this agent was recruited and why the agent agreed to be recruited.	

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL GLADNEY, Donta		2. PROFESSION (RANK IF APPLICABLE) Foreign Service Officer		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Harlan, IA		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 36 (FEB 13)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	10	50	
	Constitution (CON)	13	65	Resilient
	Dexterity (DEX)	8	40	Bulky
	Intelligence (INT)	14	70	Astute
	Power (POW)	17	85	Imperturbable
	Charisma (CHA)	10	50	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		12	
	Willpower Points (WP)		17	
Sanity Points (SAN)		85		
Breaking Point (BP)		68		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		10
		10
		10
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	40	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	20	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)	40	<input type="checkbox"/> Heavy Machinery (10%)	30	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	40	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	50	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)	20	<input type="checkbox"/> Law (0%)	40	<input type="checkbox"/> Survival (10%)	30
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	60	<input type="checkbox"/> Melee Weapons (30%)	50	<input type="checkbox"/> Unarmed Combat (40%)	40
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	30	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	50
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	70	<input type="checkbox"/>	50
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)	20	<input type="checkbox"/>	40
	<input type="checkbox"/> Dodge (30%)	50	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	20			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	20	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=0

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

THIS IS A WORK OF FICTION

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	40%		1D4-1				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY		
		19. SPECIAL TRAINING	SKILL OR STAT USED	
Please indicate why this agent was recruited and why the agent agreed to be recruited.				

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL SHECKLER, Tristan		2. PROFESSION (RANK IF APPLICABLE) Foreign Service Officer		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Edwardsburg, MI		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 29 (OCT 14)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	6	30	Puny
	Constitution (CON)	9	45	
	Dexterity (DEX)	17	85	Quick
	Intelligence (INT)	9	45	
	Power (POW)	15	75	Brave
	Charisma (CHA)	12	60	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		8	
	Willpower Points (WP)		15	
Sanity Points (SAN)		75		
Breaking Point (BP)		60		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE	
		12	
		12	
		12	
	12. MOTIVATIONS AND MENTAL DISORDERS		
	13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted			

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	40	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	20	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)	40	<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):	20	<input type="checkbox"/> History (10%)	40	<input type="checkbox"/> Stealth (10%)	30
			<input type="checkbox"/> HUMINT (10%)	70	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)	60	<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	50	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	40
	<input type="checkbox"/> Bureaucracy (10%)	60	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	40
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	30	<input type="checkbox"/>	70
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	50	<input type="checkbox"/>	50
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	40
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	20			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	20	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=-1

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

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	40%		1D4-2				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY		
			19. SPECIAL TRAINING	SKILL OR STAT USED
Please indicate why this agent was recruited and why the agent agreed to be recruited.				

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL DEBOLT, Ricky		2. PROFESSION (RANK IF APPLICABLE) Foreign Service Officer		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Deerfield, NH		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 29 (FEB 12)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	12	60	
	Constitution (CON)	11	55	
	Dexterity (DEX)	10	50	
	Intelligence (INT)	14	70	Canny
	Power (POW)	15	75	Unflinching
	Charisma (CHA)	10	50	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		12	
	Willpower Points (WP)		15	
Sanity Points (SAN)		75		
Breaking Point (BP)		60		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE	
		10	
		10	
		10	
	12. MOTIVATIONS AND MENTAL DISORDERS		
	13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted			

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	40	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	30
	<input type="checkbox"/> Alertness (20%)	20	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)	40	<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	20
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	40	<input type="checkbox"/> Stealth (10%)	30
			<input type="checkbox"/> HUMINT (10%)	50	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)	40	<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	60	<input type="checkbox"/> Melee Weapons (30%)	50	<input type="checkbox"/> Unarmed Combat (40%)	40
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	30	<input type="checkbox"/>	70
	<input type="checkbox"/> Demolitions (0%)	20	<input type="checkbox"/> Persuade (20%)	70	<input type="checkbox"/>	50
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	40
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	20			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	20	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=0

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

THIS IS A WORK OF FICTION

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	40%		1D4-1				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY
		19. SPECIAL TRAINING
		SKILL OR STAT USED
Please indicate why this agent was recruited and why the agent agreed to be recruited.		

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL HARTLE, Jami		2. PROFESSION (RANK IF APPLICABLE) Historian		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Cornelius, OR		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 39 (AUG 19)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	11	55	
	Constitution (CON)	15	75	Fit
	Dexterity (DEX)	14	70	Agile
	Intelligence (INT)	11	55	
	Power (POW)	12	60	
	Charisma (CHA)	15	75	Approachable
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		13	
	Willpower Points (WP)		12	
Sanity Points (SAN)		60		
Breaking Point (BP)		48		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS		SCORE
			15
			15
			15
			15
	12. MOTIVATIONS AND MENTAL DISORDERS		
	13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted			

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	40	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)	60	<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)	70	<input type="checkbox"/> Heavy Weapons (0%)	20	<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	60	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	50	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	40	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	40
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):	20	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	50	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	30	<input type="checkbox"/> Occult (10%)	40	<input type="checkbox"/>	50
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	40	<input type="checkbox"/>	30
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):	20	<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	20			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	20	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=0

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

THIS IS A WORK OF FICTION

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	40%		1D4-1				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY
		19. SPECIAL TRAINING
		SKILL OR STAT USED

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL HADLOCK, Stanley		2. PROFESSION (RANK IF APPLICABLE) Historian		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Portageville, MO		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 36 (JUL 26)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	14	70	Tough
	Constitution (CON)	11	55	
	Dexterity (DEX)	10	50	
	Intelligence (INT)	15	75	Cunning
	Power (POW)	12	60	
	Charisma (CHA)	10	50	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		12	
	Willpower Points (WP)		12	
Sanity Points (SAN)		60		
Breaking Point (BP)		48		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		10
		10
		10
		10
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	20	<input type="checkbox"/> Forensics (0%)	20	<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	80
	<input type="checkbox"/> Archeology (0%)	70	<input type="checkbox"/> Heavy Weapons (0%)	20	<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	60	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)	20	<input type="checkbox"/> Survival (10%)	50
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	40	<input type="checkbox"/> Melee Weapons (30%)	50	<input type="checkbox"/> Unarmed Combat (40%)	40
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	40	<input type="checkbox"/>	50
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	40	<input type="checkbox"/>	30
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):	20	<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	20			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	40	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=1

THIS IS A WORK OF FICTION

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

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	40%		1D4				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY
		19. SPECIAL TRAINING
		SKILL OR STAT USED

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL WHEELER, Elisabeth		2. PROFESSION (RANK IF APPLICABLE) Historian		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Fisk, MO		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 53 (NOV 6)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	11	55	
	Constitution (CON)	15	75	Resilient
	Dexterity (DEX)	14	70	Deft
	Intelligence (INT)	12	60	
	Power (POW)	10	50	
	Charisma (CHA)	10	50	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		13	
	Willpower Points (WP)		10	
Sanity Points (SAN)		50		
Breaking Point (BP)		40		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS		SCORE
			10
			10
			10
			10
	12. MOTIVATIONS AND MENTAL DISORDERS		
	13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted			

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	30	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	20	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	20
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)	50	<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	60	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	50	<input type="checkbox"/> Surgery (0%)	20
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	40	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	40
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	50	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	30	<input type="checkbox"/> Occult (10%)	40	<input type="checkbox"/>	70
	<input type="checkbox"/> Demolitions (0%)	20	<input type="checkbox"/> Persuade (20%)	40	<input type="checkbox"/>	30
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)	20	<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	20			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	40	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=0

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

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	40%		1D4-1				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY
		19. SPECIAL TRAINING
		SKILL OR STAT USED

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL MCCREE, Marlin		2. PROFESSION (RANK IF APPLICABLE) Historian		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Purdon, TX		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 46 (FEB 12)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	12	60	
	Constitution (CON)	11	55	
	Dexterity (DEX)	12	60	
	Intelligence (INT)	13	65	Quick witted
	Power (POW)	13	65	Forbearing
	Charisma (CHA)	11	55	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		12	
	Willpower Points (WP)		13	
Sanity Points (SAN)		65		
Breaking Point (BP)		52		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		11
		11
		11
		11
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	30	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	20	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)	20	<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)	50	<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	80	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	50
	<input type="checkbox"/> Athletics (30%)	50	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	40	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	40
	<input type="checkbox"/> Computer Science (0%)	20	<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	50	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	40	<input type="checkbox"/>	50
	<input type="checkbox"/> Demolitions (0%)	20	<input type="checkbox"/> Persuade (20%)	40	<input type="checkbox"/>	30
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)	20	<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	50	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	20			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	20	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=0

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

THIS IS A WORK OF FICTION

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	40%		1D4-1				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY	
		19. SPECIAL TRAINING	SKILL OR STAT USED
		Please indicate why this agent was recruited and why the agent agreed to be recruited.	

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL CESSNA, Kate		2. PROFESSION (RANK IF APPLICABLE) Historian		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Merkel, TX		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 27 (MAR 17)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	9	45	
	Constitution (CON)	17	85	Indefatigable
	Dexterity (DEX)	11	55	
	Intelligence (INT)	13	65	Cunning
	Power (POW)	10	50	
	Charisma (CHA)	11	55	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		13	
	Willpower Points (WP)		10	
Sanity Points (SAN)		50		
Breaking Point (BP)		40		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		11
		11
		11
		11
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <i>adapted</i> Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <i>adapted</i>		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	50
	<input type="checkbox"/> Alertness (20%)	40	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)	20	<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)	50	<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	60	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	50	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)	20	<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	60	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	40
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):	20	<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	30	<input type="checkbox"/> Occult (10%)	40	<input type="checkbox"/>	50
	<input type="checkbox"/> Demolitions (0%)	20	<input type="checkbox"/> Persuade (20%)	40	<input type="checkbox"/>	30
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	50	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	20			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	20	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=0

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

THIS IS A WORK OF FICTION

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	40%		1D4-1				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY
		19. SPECIAL TRAINING
		SKILL OR STAT USED

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL TATRO, Shawn		2. PROFESSION (RANK IF APPLICABLE) Historian		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) San Benito, TX		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 51 (AUG 12)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	12	60	
	Constitution (CON)	12	60	
	Dexterity (DEX)	11	55	
	Intelligence (INT)	11	55	
	Power (POW)	13	65	Calm
	Charisma (CHA)	13	65	Approachable
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		12	
	Willpower Points (WP)		13	
Sanity Points (SAN)		65		
Breaking Point (BP)		52		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		13
		13
		13
		13
	12. MOTIVATIONS AND MENTAL DISORDERS	
	13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE	
	Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted	

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	30	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	20	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)	40	<input type="checkbox"/> Heavy Machinery (10%)	30	<input type="checkbox"/> Search (20%)	80
	<input type="checkbox"/> Archeology (0%)	50	<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	20
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	60	<input type="checkbox"/> Stealth (10%)	30
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	40	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	40
	<input type="checkbox"/> Computer Science (0%)	20	<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	30	<input type="checkbox"/> Occult (10%)	40	<input type="checkbox"/>	50
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	40	<input type="checkbox"/>	30
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):	20	<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	20			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	20	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=0

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

THIS IS A WORK OF FICTION

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	40%		1D4-1				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY	
		19. SPECIAL TRAINING	SKILL OR STAT USED
		Please indicate why this agent was recruited and why the agent agreed to be recruited.	

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL BLOCHER, Marilyn		2. PROFESSION (RANK IF APPLICABLE) Historian		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Mendon, IL		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 49 (NOV 21)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	9	45	
	Constitution (CON)	14	70	Resilient
	Dexterity (DEX)	18	90	Razor sharp
	Intelligence (INT)	9	45	
	Power (POW)	13	65	Brave
	Charisma (CHA)	13	65	Approachable
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		12	
	Willpower Points (WP)		13	
Sanity Points (SAN)		65		
Breaking Point (BP)		52		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		13
		13
		13
		13
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <i>adapted</i> Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <i>adapted</i>		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	30	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	50
	<input type="checkbox"/> Alertness (20%)	20	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)	50	<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	20
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	60	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	50
	<input type="checkbox"/> Athletics (30%)	50	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	40
	<input type="checkbox"/> Bureaucracy (10%)	60	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	40
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	30	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	60	<input type="checkbox"/>	70
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	40	<input type="checkbox"/>	30
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	20			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	20	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=0

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

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	40%		1D4-1				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL SALAAM, Jasper		2. PROFESSION (RANK IF APPLICABLE) Historian		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Twentynine Palms, CA		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 50 (NOV 5)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	10	50	
	Constitution (CON)	13	65	Robust
	Dexterity (DEX)	8	40	Ungainly
	Intelligence (INT)	17	85	Brilliant
	Power (POW)	10	50	
	Charisma (CHA)	14	70	Outgoing
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		12	
	Willpower Points (WP)		10	
Sanity Points (SAN)		50		
Breaking Point (BP)		40		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		14
		14
		14
		14
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <i>adapted</i> Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <i>adapted</i>		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	40	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)	70	<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	60	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	50	<input type="checkbox"/> Surgery (0%)	20
	<input type="checkbox"/> Artillery (0%)	20	<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	70
	<input type="checkbox"/> Athletics (30%)	50	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	40	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	40
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	30	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	40	<input type="checkbox"/>	50
	<input type="checkbox"/> Demolitions (0%)	20	<input type="checkbox"/> Persuade (20%)	40	<input type="checkbox"/>	30
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	20			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	20	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=0

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

THIS IS A WORK OF FICTION

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	40%		1D4-1				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY
		19. SPECIAL TRAINING
		SKILL OR STAT USED

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL WALLICK, Shante		2. PROFESSION (RANK IF APPLICABLE) Historian		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Fisher, IL		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 45 (FEB 26)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	13	65	Tough
	Constitution (CON)	8	40	Unwell
	Dexterity (DEX)	10	50	
	Intelligence (INT)	17	85	Brilliant
	Power (POW)	14	70	Unflinching
	Charisma (CHA)	10	50	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		10	
	Willpower Points (WP)		14	
Sanity Points (SAN)		70		
Breaking Point (BP)		56		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		10
		10
		10
		10
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	40	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	20
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)	70	<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):	20	<input type="checkbox"/> History (10%)	60	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	50	<input type="checkbox"/> Surgery (0%)	20
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	50	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	40	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	40
	<input type="checkbox"/> Computer Science (0%)	20	<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	50	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	40	<input type="checkbox"/>	50
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	40	<input type="checkbox"/>	30
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	20			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	20	<input type="checkbox"/> Psychotherapy (10%)	30	<input type="checkbox"/>	

DB=1

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

THIS IS A WORK OF FICTION

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	40%		1D4				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY	
		19. SPECIAL TRAINING	SKILL OR STAT USED
Please indicate why this agent was recruited and why the agent agreed to be recruited.			

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL WALLIN, Giuseppe		2. PROFESSION (RANK IF APPLICABLE) Historian		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) San Clemente, CA		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 50 (SEP 10)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	14	70	Powerful
	Constitution (CON)	10	50	
	Dexterity (DEX)	11	55	
	Intelligence (INT)	12	60	
	Power (POW)	15	75	Strong-willed
	Charisma (CHA)	10	50	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		12	
	Willpower Points (WP)		15	
Sanity Points (SAN)		75		
Breaking Point (BP)		60		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		10
		10
		10
		10
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	30	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	20	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	20
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)	50	<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	60	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	30	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	70
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	40	<input type="checkbox"/> Melee Weapons (30%)	50	<input type="checkbox"/> Unarmed Combat (40%)	40
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	50	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	40	<input type="checkbox"/>	50
	<input type="checkbox"/> Demolitions (0%)	20	<input type="checkbox"/> Persuade (20%)	40	<input type="checkbox"/>	30
	<input type="checkbox"/> Disguise (10%)	30	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):	20	<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	20			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	20	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=1

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

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	40%		1D4				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY	
		19. SPECIAL TRAINING	SKILL OR STAT USED
Please indicate why this agent was recruited and why the agent agreed to be recruited.			

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL MORI, Mary		2. PROFESSION (RANK IF APPLICABLE) Historian		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Sun City, AZ		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 30 (JUN 5)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	10	50	
	Constitution (CON)	15	75	Perfect health
	Dexterity (DEX)	10	50	
	Intelligence (INT)	14	70	Crafty
	Power (POW)	11	55	
	Charisma (CHA)	12	60	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		12	
	Willpower Points (WP)		11	
Sanity Points (SAN)		55		
Breaking Point (BP)		44		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		12
		12
		12
		12
	12. MOTIVATIONS AND MENTAL DISORDERS	
	13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE	
	Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted	

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	30	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	20	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)	50	<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	20
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	60	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	50
	<input type="checkbox"/> Athletics (30%)	50	<input type="checkbox"/> Medicine (0%)	20	<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	40	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	40
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	50	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	60	<input type="checkbox"/>	50
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	40	<input type="checkbox"/>	30
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)	20	<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	20			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	40	<input type="checkbox"/> Psychotherapy (10%)	30	<input type="checkbox"/>	

DB=0

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

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	40%		1D4-1				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY		
			19. SPECIAL TRAINING	SKILL OR STAT USED

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL LIPSCOMB, Tom		2. PROFESSION (RANK IF APPLICABLE) Historian		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Durants Neck, NC		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 45 (JUN 6)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	11	55	
	Constitution (CON)	11	55	
	Dexterity (DEX)	13	65	Nimble
	Intelligence (INT)	15	75	Quick witted
	Power (POW)	14	70	Calm
	Charisma (CHA)	18	90	Irresistible
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		11	
	Willpower Points (WP)		14	
Sanity Points (SAN)		70		
Breaking Point (BP)		56		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		18
		18
		18
		18
	12. MOTIVATIONS AND MENTAL DISORDERS	
	13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE	
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	30	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	20	<input type="checkbox"/> Forensics (0%)	20	<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)	60	<input type="checkbox"/> Heavy Machinery (10%)	30	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)	50	<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	60	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	50	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	60	<input type="checkbox"/> Melee Weapons (30%)	50	<input type="checkbox"/> Unarmed Combat (40%)	40
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):	20	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):	20	<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	40	<input type="checkbox"/>	50
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	40	<input type="checkbox"/>	30
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	20			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	20	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=0

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

THIS IS A WORK OF FICTION

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	40%		1D4-1				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY	
		19. SPECIAL TRAINING	SKILL OR STAT USED
		Please indicate why this agent was recruited and why the agent agreed to be recruited.	

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL GONSALVES, Juanita		2. PROFESSION (RANK IF APPLICABLE) Historian		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Mohegan Lake, NY		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 42 (MAY 1)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	10	50	
	Constitution (CON)	8	40	Unwell
	Dexterity (DEX)	17	85	Acrobatic
	Intelligence (INT)	10	50	
	Power (POW)	13	65	Unflinching
	Charisma (CHA)	14	70	Friendly
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		9	
	Willpower Points (WP)		13	
Sanity Points (SAN)		65		
Breaking Point (BP)		52		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		14
		14
		14
		14
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	20	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)	40	<input type="checkbox"/> Heavy Machinery (10%)	30	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)	50	<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):	20	<input type="checkbox"/> History (10%)	60	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)	20	<input type="checkbox"/> Survival (10%)	30
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	40
	<input type="checkbox"/> Bureaucracy (10%)	40	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	40
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	70	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	40	<input type="checkbox"/>	50
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	60	<input type="checkbox"/>	30
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	20			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	20	<input type="checkbox"/> Psychotherapy (10%)	30	<input type="checkbox"/>	

DB=0

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

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	40%		1D4-1				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY		
		19. SPECIAL TRAINING	SKILL OR STAT USED	
Please indicate why this agent was recruited and why the agent agreed to be recruited.				

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL WAKEMAN, Wilson		2. PROFESSION (RANK IF APPLICABLE) Historian		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Dennis, KS		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 46 (DEC 18)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	15	75	Muscular
	Constitution (CON)	9	45	
	Dexterity (DEX)	12	60	
	Intelligence (INT)	14	70	Sharp
	Power (POW)	7	35	Low spirited
	Charisma (CHA)	15	75	Likable
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		12	
	Willpower Points (WP)		7	
Sanity Points (SAN)		35		
Breaking Point (BP)		28		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		15
		15
		15
		15
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <i>adapted</i> Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <i>adapted</i>		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	50
	<input type="checkbox"/> Alertness (20%)	40	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)	50	<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	80	<input type="checkbox"/> Stealth (10%)	30
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)	20	<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	60	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	60
	<input type="checkbox"/> Computer Science (0%)	20	<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	50	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	30	<input type="checkbox"/> Occult (10%)	40	<input type="checkbox"/>	50
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	40	<input type="checkbox"/>	30
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	20			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	20	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=1

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

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	60%		1D4				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY	
		19. SPECIAL TRAINING	SKILL OR STAT USED
		Please indicate why this agent was recruited and why the agent agreed to be recruited.	

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL BIEKER, Lindsey		2. PROFESSION (RANK IF APPLICABLE) Historian		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Lake Bluff, IL		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 36 (OCT 26)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	17	85	Strapping
	Constitution (CON)	13	65	Fit
	Dexterity (DEX)	8	40	Bulky
	Intelligence (INT)	10	50	
	Power (POW)	14	70	Strong-willed
	Charisma (CHA)	10	50	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		15	
	Willpower Points (WP)		14	
Sanity Points (SAN)		70		
Breaking Point (BP)		56		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		10
		10
		10
		10
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	50
	<input type="checkbox"/> Alertness (20%)	40	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	20
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	30	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)	70	<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	60	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	30	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)	20	<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)	20	<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	40	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	40
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	50	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	40	<input type="checkbox"/>	70
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	40	<input type="checkbox"/>	30
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	20			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	20	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=2

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

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INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	40%		1D4+1				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY	
		19. SPECIAL TRAINING	SKILL OR STAT USED
		Please indicate why this agent was recruited and why the agent agreed to be recruited.	

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL SCHELLER, Roy		2. PROFESSION (RANK IF APPLICABLE) Historian		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Mastic Beach, NY		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 32 (OCT 10)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	12	60	
	Constitution (CON)	12	60	
	Dexterity (DEX)	11	55	
	Intelligence (INT)	11	55	
	Power (POW)	13	65	Brave
	Charisma (CHA)	13	65	Prepossessing
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		12	
	Willpower Points (WP)		13	
Sanity Points (SAN)		65		
Breaking Point (BP)		52		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		13
		13
		13
		13
	12. MOTIVATIONS AND MENTAL DISORDERS	
	13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE	
	Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted	

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	20	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	80
	<input type="checkbox"/> Archeology (0%)	50	<input type="checkbox"/> Heavy Weapons (0%)	20	<input type="checkbox"/> SIGINT (0%)	20
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	60	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)	20	<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	50	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	40	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	40
	<input type="checkbox"/> Computer Science (0%)	20	<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	50	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	40	<input type="checkbox"/>	50
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	40	<input type="checkbox"/>	30
	<input type="checkbox"/> Disguise (10%)	30	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	20			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	20	<input type="checkbox"/> Psychotherapy (10%)	30	<input type="checkbox"/>	

DB=0

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

THIS IS A WORK OF FICTION

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	40%		1D4-1				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY	
		19. SPECIAL TRAINING	SKILL OR STAT USED
		Please indicate why this agent was recruited and why the agent agreed to be recruited.	

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL CATALAN, Briana		2. PROFESSION (RANK IF APPLICABLE) Historian		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Dobbins, CA		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 50 (MAY 14)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	11	55	
	Constitution (CON)	9	45	
	Dexterity (DEX)	9	45	
	Intelligence (INT)	10	50	
	Power (POW)	16	80	Unflinching
	Charisma (CHA)	15	75	Likable
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		10	
	Willpower Points (WP)		16	
Sanity Points (SAN)		80		
Breaking Point (BP)		64		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		15
		15
		15
		15
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <i>adapted</i> Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <i>adapted</i>		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	20	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)	40	<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	60
	<input type="checkbox"/> Archeology (0%)	70	<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	60	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	30	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	40
	<input type="checkbox"/> Bureaucracy (10%)	40	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	40
	<input type="checkbox"/> Computer Science (0%)	20	<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	40	<input type="checkbox"/>	50
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	60	<input type="checkbox"/>	30
	<input type="checkbox"/> Disguise (10%)	30	<input type="checkbox"/> Pharmacy (0%)	20	<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	20			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	20	<input type="checkbox"/> Psychotherapy (10%)	30	<input type="checkbox"/>	

DB=0

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

THIS IS A WORK OF FICTION

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	40%		1D4-1				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY		
		19. SPECIAL TRAINING	SKILL OR STAT USED	
Please indicate why this agent was recruited and why the agent agreed to be recruited.				

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL LA, Harley		2. PROFESSION (RANK IF APPLICABLE) Historian		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Cable, WI		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 42 (JUL 2)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	14	70	Powerful
	Constitution (CON)	10	50	
	Dexterity (DEX)	10	50	
	Intelligence (INT)	17	85	Genius
	Power (POW)	13	65	Stoic
	Charisma (CHA)	8	40	Self conscious
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		12	
	Willpower Points (WP)		13	
Sanity Points (SAN)		65		
Breaking Point (BP)		52		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		8
		8
		8
		8
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <i>adapted</i> Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <i>adapted</i>		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	20	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)	40	<input type="checkbox"/> Heavy Machinery (10%)	30	<input type="checkbox"/> Search (20%)	80
	<input type="checkbox"/> Archeology (0%)	50	<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	60	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	50	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	40
	<input type="checkbox"/> Bureaucracy (10%)	60	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	40
	<input type="checkbox"/> Computer Science (0%)	20	<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	30	<input type="checkbox"/> Occult (10%)	40	<input type="checkbox"/>	50
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	40	<input type="checkbox"/>	30
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	50	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	20			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	20	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=1

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

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	40%		1D4				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL LOBEL, Brittany		2. PROFESSION (RANK IF APPLICABLE) Historian		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Lake Worth, FL		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 39 (MAY 23)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	14	70	Tough
	Constitution (CON)	10	50	
	Dexterity (DEX)	17	85	Razor sharp
	Intelligence (INT)	8	40	Slow
	Power (POW)	13	65	Forbearing
	Charisma (CHA)	10	50	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		12	
	Willpower Points (WP)		13	
Sanity Points (SAN)		65		
Breaking Point (BP)		52		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		10
		10
		10
		10
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	70
	<input type="checkbox"/> Alertness (20%)	20	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)	20	<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)	50	<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	60	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	30	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	40	<input type="checkbox"/> Melee Weapons (30%)	50	<input type="checkbox"/> Unarmed Combat (40%)	40
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	50	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	40	<input type="checkbox"/>	50
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	60	<input type="checkbox"/>	30
	<input type="checkbox"/> Disguise (10%)	30	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	50	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	20			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	40	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=1

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

THIS IS A WORK OF FICTION

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	40%		1D4				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY	
		19. SPECIAL TRAINING	SKILL OR STAT USED
		Please indicate why this agent was recruited and why the agent agreed to be recruited.	

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL DINGESS, Terrence		2. PROFESSION (RANK IF APPLICABLE) Historian		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) New Athens, IL		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 38 (NOV 2)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	12	60	
	Constitution (CON)	12	60	
	Dexterity (DEX)	11	55	
	Intelligence (INT)	13	65	Perceptive
	Power (POW)	13	65	Stoic
	Charisma (CHA)	11	55	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		12	
	Willpower Points (WP)		13	
Sanity Points (SAN)		65		
Breaking Point (BP)		52		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		11
		11
		11
		11
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	30
	<input type="checkbox"/> Alertness (20%)	20	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	60
	<input type="checkbox"/> Archeology (0%)	50	<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):	20	<input type="checkbox"/> History (10%)	80	<input type="checkbox"/> Stealth (10%)	30
			<input type="checkbox"/> HUMINT (10%)	70	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)	20	<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	40	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	40
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	30	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	40	<input type="checkbox"/>	50
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	40	<input type="checkbox"/>	30
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	50	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	20			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	20	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=0

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

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	40%		1D4-1				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY
		19. SPECIAL TRAINING
		SKILL OR STAT USED

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL HENDRICK, Alison		2. PROFESSION (RANK IF APPLICABLE) Historian		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Hartford, CT		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 34 (JUL 3)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	13	65	Muscular
	Constitution (CON)	11	55	
	Dexterity (DEX)	16	80	Lithe
	Intelligence (INT)	9	45	
	Power (POW)	10	50	
	Charisma (CHA)	9	45	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		12	
	Willpower Points (WP)		10	
Sanity Points (SAN)		50		
Breaking Point (BP)		40		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		9
		9
		9
		9
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	50
	<input type="checkbox"/> Alertness (20%)	20	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	20
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	30	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)	50	<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	60	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	50	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	30
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	40	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	40
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):	20	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	30	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	60	<input type="checkbox"/>	50
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	60	<input type="checkbox"/>	30
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):	20	<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	20			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	20	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=1

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

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	40%		1D4				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY
		19. SPECIAL TRAINING
		SKILL OR STAT USED

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL SAE, Jess		2. PROFESSION (RANK IF APPLICABLE) Historian		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Williamston, MI		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 51 (APR 28)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES	PSYCHOLOGICAL DATA	11. BONDS	SCORE	
	Strength (STR)	14	70	Sturdy			12	
	Constitution (CON)	15	75	Perfect health			12	
	Dexterity (DEX)	10	50				12	
	Intelligence (INT)	11	55				12	
	Power (POW)	10	50					
	Charisma (CHA)	12	60					
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT		12. MOTIVATIONS AND MENTAL DISORDERS		
	Hit Points (HP)		14					
	Willpower Points (WP)		10					
Sanity Points (SAN)		50						
Breaking Point (BP)		40						
10. PHYSICAL DESCRIPTION					13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE			
					Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted			

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	70
	<input type="checkbox"/> Alertness (20%)	20	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	20
	<input type="checkbox"/> Anthropology (0%)	20	<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)	50	<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	60	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	50	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	40	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	60
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	60	<input type="checkbox"/>	70
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	60	<input type="checkbox"/>	30
	<input type="checkbox"/> Disguise (10%)	30	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	20			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	20	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

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

DB=1

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	60%		1D4				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY
		19. SPECIAL TRAINING
		SKILL OR STAT USED

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL ARNDT, Tanesha		2. PROFESSION (RANK IF APPLICABLE) Historian		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Cranberry, PA		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 30 (FEB 26)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	10	50	
	Constitution (CON)	17	85	Tough
	Dexterity (DEX)	8	40	Uncoordinated
	Intelligence (INT)	14	70	Cunning
	Power (POW)	13	65	Forbearing
	Charisma (CHA)	10	50	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		14	
	Willpower Points (WP)		13	
Sanity Points (SAN)		65		
Breaking Point (BP)		52		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		10
		10
		10
		10
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	30	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	50
	<input type="checkbox"/> Alertness (20%)	20	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)	50	<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):	20	<input type="checkbox"/> History (10%)	80	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	20
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	50
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	40	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	40
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	60	<input type="checkbox"/>	70
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	40	<input type="checkbox"/>	30
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):	20	<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	40			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	20	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=0

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

THIS IS A WORK OF FICTION

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	40%		1D4-1				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY
		19. SPECIAL TRAINING
		SKILL OR STAT USED

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL DELANO, Dave		2. PROFESSION (RANK IF APPLICABLE) Historian		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Reno, NV		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 51 (JUN 18)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	9	45	
	Constitution (CON)	8	40	Unfit
	Dexterity (DEX)	12	60	
	Intelligence (INT)	11	55	
	Power (POW)	15	75	Brave
	Charisma (CHA)	9	45	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		8	
	Willpower Points (WP)		15	
Sanity Points (SAN)		75		
Breaking Point (BP)		60		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		9
		9
		9
		9
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	20	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	20
	<input type="checkbox"/> Anthropology (0%)	40	<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)	50	<input type="checkbox"/> Heavy Weapons (0%)	20	<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	60	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	20
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	50
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	40	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	40
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):	20	<input type="checkbox"/> Navigate (10%)	30	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	30	<input type="checkbox"/> Occult (10%)	40	<input type="checkbox"/>	50
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	40	<input type="checkbox"/>	30
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):	20	<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	40			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	20	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=0

THIS IS A WORK OF FICTION

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

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	40%		1D4-1				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY		
		19. SPECIAL TRAINING	SKILL OR STAT USED	
Please indicate why this agent was recruited and why the agent agreed to be recruited.				

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL HOLDEN, Danielle		2. PROFESSION (RANK IF APPLICABLE) Historian		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Woodbury, TN		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 29 (OCT 20)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	14	70	Brawny
	Constitution (CON)	17	85	Tough
	Dexterity (DEX)	8	40	Awkward
	Intelligence (INT)	10	50	
	Power (POW)	13	65	Strong-willed
	Charisma (CHA)	10	50	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		16	
	Willpower Points (WP)		13	
Sanity Points (SAN)		65		
Breaking Point (BP)		52		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		10
		10
		10
		10
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <i>adapted</i> Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <i>adapted</i>		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	30	<input type="checkbox"/> First Aid (10%)	30	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	20	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)	40	<input type="checkbox"/> Heavy Machinery (10%)	30	<input type="checkbox"/> Search (20%)	40
	<input type="checkbox"/> Archeology (0%)	50	<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	60	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	30	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	50
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	40
	<input type="checkbox"/> Bureaucracy (10%)	40	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	40
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	30	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	40	<input type="checkbox"/>	50
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	40	<input type="checkbox"/>	30
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	50	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	20			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	20	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=1

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

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	40%		1D4				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY
		19. SPECIAL TRAINING
		SKILL OR STAT USED

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL AUTRY, Isaias		2. PROFESSION (RANK IF APPLICABLE) Historian		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Hawk Springs, WY		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 34 (JUN 5)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	13	65	Brawny
	Constitution (CON)	12	60	
	Dexterity (DEX)	12	60	
	Intelligence (INT)	13	65	Astute
	Power (POW)	11	55	
	Charisma (CHA)	11	55	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		12	
	Willpower Points (WP)		11	
Sanity Points (SAN)		55		
Breaking Point (BP)		44		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		11
		11
		11
		11
	12. MOTIVATIONS AND MENTAL DISORDERS	
	13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE	
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	20	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	20
	<input type="checkbox"/> Anthropology (0%)	20	<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	60
	<input type="checkbox"/> Archeology (0%)	50	<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	60	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)	20	<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	50
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	40
	<input type="checkbox"/> Bureaucracy (10%)	40	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	40
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):	20	<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	30	<input type="checkbox"/> Occult (10%)	40	<input type="checkbox"/>	50
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	40	<input type="checkbox"/>	30
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)	20	<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):	20	<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	20			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	20	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=1

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

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	40%		1D4				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY	
		19. SPECIAL TRAINING	SKILL OR STAT USED
		Please indicate why this agent was recruited and why the agent agreed to be recruited.	

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL SIGMAN, Rocio		2. PROFESSION (RANK IF APPLICABLE) Historian		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Swedesboro, NJ		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 33 (JUL 5)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	12	60	
	Constitution (CON)	13	65	Resilient
	Dexterity (DEX)	12	60	
	Intelligence (INT)	11	55	
	Power (POW)	11	55	
	Charisma (CHA)	13	65	Approachable
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		12	
	Willpower Points (WP)		11	
Sanity Points (SAN)		55		
Breaking Point (BP)		44		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		13
		13
		13
		13
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	70
	<input type="checkbox"/> Alertness (20%)	20	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	30	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)	50	<input type="checkbox"/> Heavy Weapons (0%)	20	<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	60	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	40
	<input type="checkbox"/> Bureaucracy (10%)	40	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	40
	<input type="checkbox"/> Computer Science (0%)	20	<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	50	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	30	<input type="checkbox"/> Occult (10%)	40	<input type="checkbox"/>	50
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	40	<input type="checkbox"/>	30
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	50	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	40			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	20	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=0

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

THIS IS A WORK OF FICTION

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	40%		1D4-1				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY
		19. SPECIAL TRAINING
		SKILL OR STAT USED

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL NEVEU,		2. PROFESSION (RANK IF APPLICABLE) Historian		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Milton, KS		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 45 (APR 25)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES	PSYCHOLOGICAL DATA	11. BONDS	SCORE	
	Strength (STR)	13	65	Powerful			12	
	Constitution (CON)	14	70	Resistant			12	
	Dexterity (DEX)	13	65	Slick			12	
	Intelligence (INT)	14	70	Quick witted			12	
	Power (POW)	14	70	Forbearing				
	Charisma (CHA)	12	60					
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT		12. MOTIVATIONS AND MENTAL DISORDERS		
	Hit Points (HP)		14					
	Willpower Points (WP)		14					
Sanity Points (SAN)		70						
Breaking Point (BP)		56						
10. PHYSICAL DESCRIPTION				13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE				
				Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted				

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	20	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)	40	<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	40
	<input type="checkbox"/> Archeology (0%)	50	<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):	20	<input type="checkbox"/> History (10%)	60	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	50
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	40
	<input type="checkbox"/> Bureaucracy (10%)	40	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	40
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	40	<input type="checkbox"/>	50
	<input type="checkbox"/> Demolitions (0%)	20	<input type="checkbox"/> Persuade (20%)	60	<input type="checkbox"/>	30
	<input type="checkbox"/> Disguise (10%)	30	<input type="checkbox"/> Pharmacy (0%)	20	<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	20			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	20	<input type="checkbox"/> Psychotherapy (10%)	30	<input type="checkbox"/>	

DB=1

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

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	40%		1D4				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY	
		19. SPECIAL TRAINING	SKILL OR STAT USED
		Please indicate why this agent was recruited and why the agent agreed to be recruited.	

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL BEECHER, Brandon		2. PROFESSION (RANK IF APPLICABLE) Historian		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Findlay, OH		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 36 (MAY 20)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	12	60	
	Constitution (CON)	10	50	
	Dexterity (DEX)	10	50	
	Intelligence (INT)	14	70	Ingenious
	Power (POW)	15	75	Calm
	Charisma (CHA)	11	55	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		11	
	Willpower Points (WP)		15	
Sanity Points (SAN)		75		
Breaking Point (BP)		60		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE	
		11	
		11	
		11	
		11	
	12. MOTIVATIONS AND MENTAL DISORDERS		
	13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
	Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	40	<input type="checkbox"/> Forensics (0%)	20	<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)	60	<input type="checkbox"/> Heavy Machinery (10%)	30	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)	50	<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	60	<input type="checkbox"/> Stealth (10%)	30
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	50	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	40	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	40
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):	20	<input type="checkbox"/> Navigate (10%)	50	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	40	<input type="checkbox"/>	50
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	40	<input type="checkbox"/>	30
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	50	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	20			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	20	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=0

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

THIS IS A WORK OF FICTION

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	40%		1D4-1				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY	
		19. SPECIAL TRAINING	SKILL OR STAT USED

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL MARCANTONIO, Myles		2. PROFESSION (RANK IF APPLICABLE) Historian		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Atlantic Beach, NY		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 25 (DEC 9)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	10	50	
	Constitution (CON)	14	70	Perfect health
	Dexterity (DEX)	10	50	
	Intelligence (INT)	15	75	Canny
	Power (POW)	11	55	
	Charisma (CHA)	12	60	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		12	
	Willpower Points (WP)		11	
Sanity Points (SAN)		55		
Breaking Point (BP)		44		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		12
		12
		12
		12
	12. MOTIVATIONS AND MENTAL DISORDERS	
	13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE	
	Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted	

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	30
	<input type="checkbox"/> Alertness (20%)	20	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	60
	<input type="checkbox"/> Archeology (0%)	50	<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	60	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	30	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)	20	<input type="checkbox"/> Survival (10%)	70
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)	20	<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	40	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	40
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	40	<input type="checkbox"/>	50
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	60	<input type="checkbox"/>	30
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	40			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	40	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=0

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

THIS IS A WORK OF FICTION

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	40%		1D4-1				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY		
			19. SPECIAL TRAINING	SKILL OR STAT USED

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL DEARMAN, Ashlea		2. PROFESSION (RANK IF APPLICABLE) Historian		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Deering, ND		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 29 (APR 14)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES	PSYCHOLOGICAL DATA	11. BONDS	SCORE	
	Strength (STR)	13	65	Powerful			15	
	Constitution (CON)	7	35	Frail			15	
	Dexterity (DEX)	10	50				15	
	Intelligence (INT)	14	70	Astute			15	
	Power (POW)	8	40	Nervous				
	Charisma (CHA)	15	75	Likable				
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT		12. MOTIVATIONS AND MENTAL DISORDERS		
	Hit Points (HP)		10					
	Willpower Points (WP)		8					
Sanity Points (SAN)		40						
Breaking Point (BP)		32						
10. PHYSICAL DESCRIPTION				13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE				
				Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <i>adapted</i> Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <i>adapted</i>				

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	30	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	30
	<input type="checkbox"/> Alertness (20%)	20	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)	60	<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)	70	<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	60	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	30	<input type="checkbox"/> Surgery (0%)	20
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	50
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	40
	<input type="checkbox"/> Bureaucracy (10%)	40	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	40
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	60	<input type="checkbox"/>	50
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	40	<input type="checkbox"/>	30
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	20			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	20	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

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

DB=1

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	40%		1D4				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY
		19. SPECIAL TRAINING
		SKILL OR STAT USED

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL BRANDY, Josh		2. PROFESSION (RANK IF APPLICABLE) Historian		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Norton, MA		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 49 (MAY 24)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	8	40	Puny
	Constitution (CON)	10	50	
	Dexterity (DEX)	13	65	Nimble
	Intelligence (INT)	14	70	Ingenious
	Power (POW)	10	50	
	Charisma (CHA)	17	85	Beguiling
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		9	
	Willpower Points (WP)		10	
Sanity Points (SAN)		50		
Breaking Point (BP)		40		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		17
		17
		17
		17
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	20	<input type="checkbox"/> Forensics (0%)	20	<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)	60	<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)	50	<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	60	<input type="checkbox"/> Stealth (10%)	30
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)	20	<input type="checkbox"/> Law (0%)	20	<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	40
	<input type="checkbox"/> Bureaucracy (10%)	40	<input type="checkbox"/> Melee Weapons (30%)	50	<input type="checkbox"/> Unarmed Combat (40%)	40
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	50	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	60	<input type="checkbox"/>	50
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	40	<input type="checkbox"/>	30
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	20			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	20	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=-1

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

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	40%		1D4-2				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY		
		19. SPECIAL TRAINING	SKILL OR STAT USED	
Please indicate why this agent was recruited and why the agent agreed to be recruited.				

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL PAULK, Alexander		2. PROFESSION (RANK IF APPLICABLE) Historian		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Chesapeake, OH		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 39 (JUN 15)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	12	60	
	Constitution (CON)	12	60	
	Dexterity (DEX)	13	65	Agile
	Intelligence (INT)	11	55	
	Power (POW)	14	70	Strong-willed
	Charisma (CHA)	9	45	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		12	
	Willpower Points (WP)		14	
Sanity Points (SAN)		70		
Breaking Point (BP)		56		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		9
		9
		9
		9
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	30
	<input type="checkbox"/> Alertness (20%)	20	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	20
	<input type="checkbox"/> Anthropology (0%)	40	<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)	50	<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	60	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	30	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	60	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	40
	<input type="checkbox"/> Computer Science (0%)	20	<input type="checkbox"/> Military Science (0%):	20	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):	20	<input type="checkbox"/> Navigate (10%)	50	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	40	<input type="checkbox"/>	50
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	40	<input type="checkbox"/>	30
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	40			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	20	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=0

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

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	40%		1D4-1				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY	
		19. SPECIAL TRAINING	SKILL OR STAT USED
		Please indicate why this agent was recruited and why the agent agreed to be recruited.	

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL BURGE, Damien		2. PROFESSION (RANK IF APPLICABLE) Historian		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Saint Petersburg, FL		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 29 (JUN 19)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	11	55	
	Constitution (CON)	12	60	
	Dexterity (DEX)	13	65	Agile
	Intelligence (INT)	12	60	
	Power (POW)	13	65	Strong-willed
	Charisma (CHA)	11	55	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		12	
	Willpower Points (WP)		13	
Sanity Points (SAN)		65		
Breaking Point (BP)		52		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		11
		11
		11
		11
	12. MOTIVATIONS AND MENTAL DISORDERS	
	13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE	
	Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted	

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	50
	<input type="checkbox"/> Alertness (20%)	20	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)	60	<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	40
	<input type="checkbox"/> Archeology (0%)	50	<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	80	<input type="checkbox"/> Stealth (10%)	30
			<input type="checkbox"/> HUMINT (10%)	30	<input type="checkbox"/> Surgery (0%)	20
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	40	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	40
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	40	<input type="checkbox"/>	50
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	40	<input type="checkbox"/>	30
	<input type="checkbox"/> Disguise (10%)	30	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	40			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	20	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=0

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

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	40%		1D4-1				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY	
		19. SPECIAL TRAINING	SKILL OR STAT USED
		Please indicate why this agent was recruited and why the agent agreed to be recruited.	

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL WILLIAM, Brianna		2. PROFESSION (RANK IF APPLICABLE) Historian		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Elizabeth, CO		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 45 (FEB 15)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	14	70	Brawny
	Constitution (CON)	13	65	Robust
	Dexterity (DEX)	12	60	
	Intelligence (INT)	16	80	Astute
	Power (POW)	15	75	Unflinching
	Charisma (CHA)	9	45	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		14	
	Willpower Points (WP)		15	
Sanity Points (SAN)		75		
Breaking Point (BP)		60		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		9
		9
		9
		9
	12. MOTIVATIONS AND MENTAL DISORDERS	
	13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE	
	Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted	

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	20	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)	50	<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	20
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	60	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	70	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)	20	<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	50
	<input type="checkbox"/> Athletics (30%)	50	<input type="checkbox"/> Medicine (0%)	20	<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	40	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	40
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):	20	<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	30	<input type="checkbox"/> Occult (10%)	40	<input type="checkbox"/>	50
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	40	<input type="checkbox"/>	30
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	40			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	20	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=1

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

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	40%		1D4				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY
Please indicate why this agent was recruited and why the agent agreed to be recruited.		

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL SUTTLE, Dean		2. PROFESSION (RANK IF APPLICABLE) Historian		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Heber Springs, AR		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 27 (JUN 24)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	11	55	
	Constitution (CON)	15	75	Fit
	Dexterity (DEX)	11	55	
	Intelligence (INT)	7	35	Slow
	Power (POW)	13	65	Calm
	Charisma (CHA)	18	90	Magnetic
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		13	
	Willpower Points (WP)		13	
Sanity Points (SAN)		65		
Breaking Point (BP)		52		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		18
		18
		18
		18
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	20	<input type="checkbox"/> Forensics (0%)	20	<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)	40	<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)	50	<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	60	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	30	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	40	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	40
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	50	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	40	<input type="checkbox"/>	50
	<input type="checkbox"/> Demolitions (0%)	20	<input type="checkbox"/> Persuade (20%)	40	<input type="checkbox"/>	30
	<input type="checkbox"/> Disguise (10%)	30	<input type="checkbox"/> Pharmacy (0%)	20	<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	50	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	40			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	20	<input type="checkbox"/> Psychotherapy (10%)	30	<input type="checkbox"/>	

DB=0

THIS IS A WORK OF FICTION

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

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	40%		1D4-1				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY	
		19. SPECIAL TRAINING	SKILL OR STAT USED
		Please indicate why this agent was recruited and why the agent agreed to be recruited.	

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL SMALL, Niki		2. PROFESSION (RANK IF APPLICABLE) Historian		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Burbank, CA		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 54 (OCT 24)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	10	50	
	Constitution (CON)	10	50	
	Dexterity (DEX)	14	70	Quick footed
	Intelligence (INT)	15	75	Astute
	Power (POW)	11	55	
	Charisma (CHA)	12	60	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		10	
	Willpower Points (WP)		11	
Sanity Points (SAN)		55		
Breaking Point (BP)		44		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		12
		12
		12
		12
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	50
	<input type="checkbox"/> Alertness (20%)	20	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	20
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	30	<input type="checkbox"/> Search (20%)	40
	<input type="checkbox"/> Archeology (0%)	50	<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):	20	<input type="checkbox"/> History (10%)	80	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	70	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	50	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	40	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	40
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	40	<input type="checkbox"/>	50
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	60	<input type="checkbox"/>	30
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	20			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	20	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=0

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

THIS IS A WORK OF FICTION

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	40%		1D4-1				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY	
		19. SPECIAL TRAINING	SKILL OR STAT USED
		Please indicate why this agent was recruited and why the agent agreed to be recruited.	

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL STEFFEY, Brent		2. PROFESSION (RANK IF APPLICABLE) Historian		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Litchfield, CT		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 47 (MAY 20)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	13	65	Sturdy
	Constitution (CON)	11	55	
	Dexterity (DEX)	13	65	Quick footed
	Intelligence (INT)	12	60	
	Power (POW)	11	55	
	Charisma (CHA)	12	60	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		12	
	Willpower Points (WP)		11	
Sanity Points (SAN)		55		
Breaking Point (BP)		44		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		12
		12
		12
		12
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	30
	<input type="checkbox"/> Alertness (20%)	20	<input type="checkbox"/> Forensics (0%)	20	<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	60
	<input type="checkbox"/> Archeology (0%)	50	<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	60	<input type="checkbox"/> Stealth (10%)	30
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	50
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	60	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	40
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	40	<input type="checkbox"/>	70
	<input type="checkbox"/> Demolitions (0%)	20	<input type="checkbox"/> Persuade (20%)	40	<input type="checkbox"/>	30
	<input type="checkbox"/> Disguise (10%)	30	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	50	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	20			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	20	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=1

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

THIS IS A WORK OF FICTION

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	40%		1D4				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY		
			19. SPECIAL TRAINING	SKILL OR STAT USED

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL CLAYPOOLE, Ashly		2. PROFESSION (RANK IF APPLICABLE) Historian		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Morganville, NJ		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 52 (DEC 9)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	12	60	
	Constitution (CON)	14	70	Perfect health
	Dexterity (DEX)	15	75	Lite
	Intelligence (INT)	10	50	
	Power (POW)	10	50	
	Charisma (CHA)	11	55	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		13	
	Willpower Points (WP)		10	
Sanity Points (SAN)		50		
Breaking Point (BP)		40		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		11
		11
		11
		11
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <i>adapted</i> Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <i>adapted</i>		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	30	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	30
	<input type="checkbox"/> Alertness (20%)	20	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)	40	<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)	50	<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	80	<input type="checkbox"/> Stealth (10%)	30
			<input type="checkbox"/> HUMINT (10%)	50	<input type="checkbox"/> Surgery (0%)	20
	<input type="checkbox"/> Artillery (0%)	20	<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	40	<input type="checkbox"/> Melee Weapons (30%)	50	<input type="checkbox"/> Unarmed Combat (40%)	40
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	40	<input type="checkbox"/>	50
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	40	<input type="checkbox"/>	30
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	50	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	20			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	20	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=0

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

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	40%		1D4-1				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY	
		19. SPECIAL TRAINING	SKILL OR STAT USED
		Please indicate why this agent was recruited and why the agent agreed to be recruited.	

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL MODICA, Wyatt		2. PROFESSION (RANK IF APPLICABLE) Historian		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Cocoa Beach, FL		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 50 (FEB 2)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	15	75	Brawny
	Constitution (CON)	13	65	Fit
	Dexterity (DEX)	12	60	
	Intelligence (INT)	11	55	
	Power (POW)	12	60	
	Charisma (CHA)	7	35	Shy
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		14	
	Willpower Points (WP)		12	
Sanity Points (SAN)		60		
Breaking Point (BP)		48		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		7
		7
		7
		7
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	20	<input type="checkbox"/> Forensics (0%)	20	<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)	20	<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)	50	<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	60	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	50
	<input type="checkbox"/> Athletics (30%)	50	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	40
	<input type="checkbox"/> Bureaucracy (10%)	40	<input type="checkbox"/> Melee Weapons (30%)	50	<input type="checkbox"/> Unarmed Combat (40%)	40
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):	20	<input type="checkbox"/> Navigate (10%)	50	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	30	<input type="checkbox"/> Occult (10%)	40	<input type="checkbox"/>	50
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	40	<input type="checkbox"/>	30
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	20			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	40	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=1

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

THIS IS A WORK OF FICTION

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	40%		1D4				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY
		19. SPECIAL TRAINING
		SKILL OR STAT USED

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL DILLION, Deena		2. PROFESSION (RANK IF APPLICABLE) Intelligence Analyst		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Oakman, AL		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 46 (MAR 3)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	8	40	Weak
	Constitution (CON)	13	65	Resilient
	Dexterity (DEX)	14	70	Lithe
	Intelligence (INT)	17	85	Genius
	Power (POW)	10	50	
	Charisma (CHA)	10	50	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		10	
	Willpower Points (WP)		10	
Sanity Points (SAN)		50		
Breaking Point (BP)		40		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		10
		10
		10
12. MOTIVATIONS AND MENTAL DISORDERS		
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	30	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	20	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)	40	<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)	20	<input type="checkbox"/> SIGINT (0%)	40
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	60	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	50	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	50	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	40
	<input type="checkbox"/> Computer Science (0%)	60	<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	40	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	70
	<input type="checkbox"/> Demolitions (0%)	20	<input type="checkbox"/> Persuade (20%)	20	<input type="checkbox"/>	50
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	40
	<input type="checkbox"/> Dodge (30%)	50	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	20			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	20	<input type="checkbox"/> Psychotherapy (10%)	30	<input type="checkbox"/>	

DB=-1

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

THIS IS A WORK OF FICTION

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	40%		1D4-2				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY	
		19. SPECIAL TRAINING	SKILL OR STAT USED
		Please indicate why this agent was recruited and why the agent agreed to be recruited.	

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL FETTER, Quinton		2. PROFESSION (RANK IF APPLICABLE) Intelligence Analyst		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Grandview, IL		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 46 (AUG 12)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	13	65	Tough
	Constitution (CON)	16	80	Robust
	Dexterity (DEX)	17	85	Quick
	Intelligence (INT)	15	75	Crafty
	Power (POW)	11	55	
	Charisma (CHA)	12	60	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		14	
	Willpower Points (WP)		11	
Sanity Points (SAN)		55		
Breaking Point (BP)		44		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		12
		12
		12
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	20	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)	40	<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	40
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	60	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	70	<input type="checkbox"/> Surgery (0%)	20
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	50	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	70	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	40
	<input type="checkbox"/> Computer Science (0%)	40	<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	40	<input type="checkbox"/> Occult (10%)	30	<input type="checkbox"/>	50
	<input type="checkbox"/> Demolitions (0%)	20	<input type="checkbox"/> Persuade (20%)	20	<input type="checkbox"/>	50
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	40
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	20			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	40	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=1

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

THIS IS A WORK OF FICTION

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	40%		1D4				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY	
		19. SPECIAL TRAINING	SKILL OR STAT USED
		Please indicate why this agent was recruited and why the agent agreed to be recruited.	

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL PILCHER, Charity		2. PROFESSION (RANK IF APPLICABLE) Intelligence Analyst		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Neosho Falls, KS		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 41 (JUN 10)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	14	70	Sturdy
	Constitution (CON)	13	65	Robust
	Dexterity (DEX)	10	50	
	Intelligence (INT)	10	50	
	Power (POW)	8	40	Nervous
	Charisma (CHA)	17	85	Beguiling
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		14	
	Willpower Points (WP)		8	
Sanity Points (SAN)		40		
Breaking Point (BP)		32		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		17
		17
		17
12. MOTIVATIONS AND MENTAL DISORDERS		
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	30
	<input type="checkbox"/> Alertness (20%)	20	<input type="checkbox"/> Forensics (0%)	20	<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)	60	<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	40
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	40	<input type="checkbox"/> Stealth (10%)	30
			<input type="checkbox"/> HUMINT (10%)	70	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	40
	<input type="checkbox"/> Bureaucracy (10%)	50	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	40
	<input type="checkbox"/> Computer Science (0%)	40	<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	60	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	50
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	40	<input type="checkbox"/>	50
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	40
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	20			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	20	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=1

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

THIS IS A WORK OF FICTION

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	40%		1D4				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY
		19. SPECIAL TRAINING
		SKILL OR STAT USED

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL HAMBY, Alden		2. PROFESSION (RANK IF APPLICABLE) Intelligence Analyst		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Branford, CT		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 35 (OCT 23)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	10	50	
	Constitution (CON)	14	70	Fit
	Dexterity (DEX)	10	50	
	Intelligence (INT)	11	55	
	Power (POW)	15	75	Stoic
	Charisma (CHA)	12	60	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		12	
	Willpower Points (WP)		15	
Sanity Points (SAN)		75		
Breaking Point (BP)		60		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		12
		12
		12
	12. MOTIVATIONS AND MENTAL DISORDERS	
	13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE	
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	20	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	20
	<input type="checkbox"/> Anthropology (0%)	40	<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)	20	<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	40
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	40	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	50	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)	20	<input type="checkbox"/> Law (0%)	20	<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	40
	<input type="checkbox"/> Bureaucracy (10%)	50	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	40
	<input type="checkbox"/> Computer Science (0%)	40	<input type="checkbox"/> Military Science (0%):	20	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):	20	<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	40	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	50
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	20	<input type="checkbox"/>	50
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	40
	<input type="checkbox"/> Dodge (30%)	50	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	20			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	20	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=0

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

THIS IS A WORK OF FICTION

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	40%		1D4-1				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY	
		19. SPECIAL TRAINING	SKILL OR STAT USED
		Please indicate why this agent was recruited and why the agent agreed to be recruited.	

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL TYRRELL, Amie		2. PROFESSION (RANK IF APPLICABLE) Intelligence Analyst		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Fort Worth, TX		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 31 (FEB 9)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES	PSYCHOLOGICAL DATA	11. BONDS	SCORE	
	Strength (STR)	13	65	Brawny			13	
	Constitution (CON)	15	75	Perfect health			13	
	Dexterity (DEX)	13	65	Lithe			13	
	Intelligence (INT)	14	70	Quick witted				
	Power (POW)	9	45					
	Charisma (CHA)	13	65	Likable				
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT		12. MOTIVATIONS AND MENTAL DISORDERS		
	Hit Points (HP)		14					
	Willpower Points (WP)		9					
Sanity Points (SAN)		45						
Breaking Point (BP)		36						
10. PHYSICAL DESCRIPTION					13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE			
					Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted			

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	20	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)	60	<input type="checkbox"/> Heavy Machinery (10%)	30	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	40
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	40	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	50	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)	20	<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	50	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	50	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	60
	<input type="checkbox"/> Computer Science (0%)	40	<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	40	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	50
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	40	<input type="checkbox"/>	50
	<input type="checkbox"/> Disguise (10%)	30	<input type="checkbox"/> Pharmacy (0%)	20	<input type="checkbox"/>	40
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	20			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	20	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=1

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

THIS IS A WORK OF FICTION

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	60%		1D4				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY
		19. SPECIAL TRAINING
		SKILL OR STAT USED

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL DREHER, Donta		2. PROFESSION (RANK IF APPLICABLE) Intelligence Analyst		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Bridgeport, MI		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 52 (MAY 3)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	17	85	Musclebound
	Constitution (CON)	14	70	Resilient
	Dexterity (DEX)	10	50	
	Intelligence (INT)	13	65	Quick witted
	Power (POW)	10	50	
	Charisma (CHA)	8	40	Inhibited
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		16	
	Willpower Points (WP)		10	
Sanity Points (SAN)		50		
Breaking Point (BP)		40		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		8
		8
		8
12. MOTIVATIONS AND MENTAL DISORDERS		
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	30	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	20	<input type="checkbox"/> Forensics (0%)	20	<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)	40	<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	40
	<input type="checkbox"/> Archeology (0%)	20	<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	40
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	40	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	50	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	50	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	40
	<input type="checkbox"/> Computer Science (0%)	60	<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	40	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	50
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	20	<input type="checkbox"/>	50
	<input type="checkbox"/> Disguise (10%)	30	<input type="checkbox"/> Pharmacy (0%)	20	<input type="checkbox"/>	40
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	20			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	40	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=2

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

THIS IS A WORK OF FICTION

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	40%		1D4+1				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY
		19. SPECIAL TRAINING
		SKILL OR STAT USED

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL GIBBON, Venessa		2. PROFESSION (RANK IF APPLICABLE) Intelligence Analyst		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Plaza, TN		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 41 (OCT 22)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	12	60	
	Constitution (CON)	8	40	Delicate
	Dexterity (DEX)	12	60	
	Intelligence (INT)	12	60	
	Power (POW)	18	90	Indomitable
	Charisma (CHA)	13	65	Affable
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		10	
	Willpower Points (WP)		18	
Sanity Points (SAN)		90		
Breaking Point (BP)		72		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		13
		13
		13
12. MOTIVATIONS AND MENTAL DISORDERS		
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	30	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	20	<input type="checkbox"/> Forensics (0%)	20	<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)	60	<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	60
	<input type="checkbox"/> Art (0%):	20	<input type="checkbox"/> History (10%)	40	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	50	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)	20	<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	70	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	40
	<input type="checkbox"/> Computer Science (0%)	40	<input type="checkbox"/> Military Science (0%):	20	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	40	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	50
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	20	<input type="checkbox"/>	50
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	40
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	20			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	20	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=0

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

THIS IS A WORK OF FICTION

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	40%		1D4-1				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY	
		19. SPECIAL TRAINING	SKILL OR STAT USED
		Please indicate why this agent was recruited and why the agent agreed to be recruited.	

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL HUGO, Carlo		2. PROFESSION (RANK IF APPLICABLE) Intelligence Analyst		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Stratford, TX		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 38 (JUN 26)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES	PSYCHOLOGICAL DATA	11. BONDS	SCORE	
	Strength (STR)	14	70	Muscular			10	
	Constitution (CON)	15	75	Resistant			10	
	Dexterity (DEX)	10	50				10	
	Intelligence (INT)	11	55					
	Power (POW)	12	60					
	Charisma (CHA)	10	50					
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT		12. MOTIVATIONS AND MENTAL DISORDERS		
	Hit Points (HP)		14					
	Willpower Points (WP)		12					
Sanity Points (SAN)		60						
Breaking Point (BP)		48						
10. PHYSICAL DESCRIPTION					13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE			
					Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted			

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	20	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)	40	<input type="checkbox"/> Heavy Machinery (10%)	30	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	60
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	40	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	50	<input type="checkbox"/> Surgery (0%)	20
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	70	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	40
	<input type="checkbox"/> Computer Science (0%)	40	<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):	20	<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	40	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	70
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	20	<input type="checkbox"/>	50
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	40
	<input type="checkbox"/> Dodge (30%)	50	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	20			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	20	<input type="checkbox"/> Psychotherapy (10%)	30	<input type="checkbox"/>	

DB=1

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

THIS IS A WORK OF FICTION

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	40%		1D4				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY	
		19. SPECIAL TRAINING	SKILL OR STAT USED
		Please indicate why this agent was recruited and why the agent agreed to be recruited.	

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL BURDETT, Maria		2. PROFESSION (RANK IF APPLICABLE) Intelligence Analyst		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Eldon, IA		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 32 (JUN 12)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	11	55	
	Constitution (CON)	13	65	Resistant
	Dexterity (DEX)	12	60	
	Intelligence (INT)	13	65	Astute
	Power (POW)	12	60	
	Charisma (CHA)	11	55	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		12	
	Willpower Points (WP)		12	
Sanity Points (SAN)		60		
Breaking Point (BP)		48		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		11
		11
		11
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <i>adapted</i> Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <i>adapted</i>		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	20	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)	40	<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	40
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	40	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	50	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)	20	<input type="checkbox"/> Law (0%)	20	<input type="checkbox"/> Survival (10%)	30
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)	20	<input type="checkbox"/> Swim (20%)	40
	<input type="checkbox"/> Bureaucracy (10%)	50	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	40
	<input type="checkbox"/> Computer Science (0%)	40	<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	30	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	40	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	50
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	20	<input type="checkbox"/>	50
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)	20	<input type="checkbox"/>	40
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	20			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	40	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=0

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

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	40%		1D4-1				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY
		19. SPECIAL TRAINING
		SKILL OR STAT USED

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL ROBITAILLE, Kirby		2. PROFESSION (RANK IF APPLICABLE) Intelligence Analyst		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Frankfort, NY		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 42 (JUN 24)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	17	85	Huge
	Constitution (CON)	10	50	
	Dexterity (DEX)	14	70	Agile
	Intelligence (INT)	13	65	Sharp
	Power (POW)	10	50	
	Charisma (CHA)	8	40	Unfriendly
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		14	
	Willpower Points (WP)		10	
Sanity Points (SAN)		50		
Breaking Point (BP)		40		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		8
		8
		8
12. MOTIVATIONS AND MENTAL DISORDERS		
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	20	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)	40	<input type="checkbox"/> Heavy Machinery (10%)	30	<input type="checkbox"/> Search (20%)	40
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	40
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	40	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	70	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)	20	<input type="checkbox"/> Swim (20%)	40
	<input type="checkbox"/> Bureaucracy (10%)	50	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	40
	<input type="checkbox"/> Computer Science (0%)	40	<input type="checkbox"/> Military Science (0%):	20	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	40	<input type="checkbox"/> Occult (10%)	30	<input type="checkbox"/>	50
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	20	<input type="checkbox"/>	50
	<input type="checkbox"/> Disguise (10%)	30	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	40
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	20			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	20	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=2

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

THIS IS A WORK OF FICTION

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	40%		1D4+1				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY	
		19. SPECIAL TRAINING	SKILL OR STAT USED
		Please indicate why this agent was recruited and why the agent agreed to be recruited.	

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL HOLCOMB, Blanca		2. PROFESSION (RANK IF APPLICABLE) Intelligence Analyst		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) New Cumberland, WV		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 49 (JAN 22)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	10	50	
	Constitution (CON)	14	70	Robust
	Dexterity (DEX)	17	85	Razor sharp
	Intelligence (INT)	13	65	Astute
	Power (POW)	10	50	
	Charisma (CHA)	8	40	Offhand
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		12	
	Willpower Points (WP)		10	
Sanity Points (SAN)		50		
Breaking Point (BP)		40		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS		SCORE
			8
			8
			8
	12. MOTIVATIONS AND MENTAL DISORDERS		
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE			
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted			

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	20	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)	40	<input type="checkbox"/> Heavy Machinery (10%)	30	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	40
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	40	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	50	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	30
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	40
	<input type="checkbox"/> Bureaucracy (10%)	70	<input type="checkbox"/> Melee Weapons (30%)	50	<input type="checkbox"/> Unarmed Combat (40%)	40
	<input type="checkbox"/> Computer Science (0%)	40	<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	40	<input type="checkbox"/> Occult (10%)	30	<input type="checkbox"/>	50
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	40	<input type="checkbox"/>	50
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	40
	<input type="checkbox"/> Dodge (30%)	50	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	20			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	20	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=0

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

THIS IS A WORK OF FICTION

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	40%		1D4-1				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY
		19. SPECIAL TRAINING
		SKILL OR STAT USED

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL FRANKEL, Dewey		2. PROFESSION (RANK IF APPLICABLE) Intelligence Analyst		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Shelby, MT		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 55 (JUN 15)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	10	50	
	Constitution (CON)	14	70	Resilient
	Dexterity (DEX)	12	60	
	Intelligence (INT)	10	50	
	Power (POW)	15	75	Brave
	Charisma (CHA)	11	55	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		12	
	Willpower Points (WP)		15	
Sanity Points (SAN)		75		
Breaking Point (BP)		60		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		11
		11
		11
	12. MOTIVATIONS AND MENTAL DISORDERS	
	13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE	
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	20	<input type="checkbox"/> Forensics (0%)	20	<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)	40	<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)	20	<input type="checkbox"/> SIGINT (0%)	40
	<input type="checkbox"/> Art (0%):	20	<input type="checkbox"/> History (10%)	40	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	50	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)	20	<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	50	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	40
	<input type="checkbox"/> Computer Science (0%)	60	<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	60	<input type="checkbox"/> Occult (10%)	30	<input type="checkbox"/>	50
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	20	<input type="checkbox"/>	50
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	40
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	20			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	40	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=0

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

THIS IS A WORK OF FICTION

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	40%		1D4-1				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY	
		19. SPECIAL TRAINING	SKILL OR STAT USED
		Please indicate why this agent was recruited and why the agent agreed to be recruited.	

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL BISSETT, Yolanda		2. PROFESSION (RANK IF APPLICABLE) Intelligence Analyst		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Larkspur, CO		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 27 (JUN 24)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES	PSYCHOLOGICAL DATA	11. BONDS	SCORE	
	Strength (STR)	9	45				12	
	Constitution (CON)	16	80	Resistant			12	
	Dexterity (DEX)	13	65	Nimble			12	
	Intelligence (INT)	13	65	Quick witted				
	Power (POW)	11	55					
	Charisma (CHA)	12	60					
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT		12. MOTIVATIONS AND MENTAL DISORDERS		
	Hit Points (HP)		12					
	Willpower Points (WP)		11					
Sanity Points (SAN)		55						
Breaking Point (BP)		44						
10. PHYSICAL DESCRIPTION				13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE				
				Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <i>adapted</i> Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <i>adapted</i>				

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	40	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)	60	<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	40
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	40	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	70	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)	20	<input type="checkbox"/> Law (0%)	20	<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	50	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	40
	<input type="checkbox"/> Computer Science (0%)	40	<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):	20	<input type="checkbox"/> Navigate (10%)	30	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	60	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	50
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	20	<input type="checkbox"/>	50
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	40
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	20			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	20	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

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

DB=0

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	40%		1D4-1				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY
		19. SPECIAL TRAINING
		SKILL OR STAT USED

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL CARREIRO, Oscar		2. PROFESSION (RANK IF APPLICABLE) Intelligence Analyst		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Percy, MS		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 47 (JUN 25)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	15	75	Powerful
	Constitution (CON)	12	60	
	Dexterity (DEX)	12	60	
	Intelligence (INT)	12	60	
	Power (POW)	14	70	Forbearing
	Charisma (CHA)	13	65	Outgoing
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		14	
	Willpower Points (WP)		14	
Sanity Points (SAN)		70		
Breaking Point (BP)		56		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		13
		13
		13
	12. MOTIVATIONS AND MENTAL DISORDERS	
	13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE	
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	40	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)	40	<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	40
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	40
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	40	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	50	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)	20	<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	50	<input type="checkbox"/> Melee Weapons (30%)	50	<input type="checkbox"/> Unarmed Combat (40%)	60
	<input type="checkbox"/> Computer Science (0%)	40	<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	40	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	70
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	20	<input type="checkbox"/>	50
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	40
	<input type="checkbox"/> Dodge (30%)	50	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	40			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	20	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=1

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

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INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	60%		1D4				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY
		19. SPECIAL TRAINING
		SKILL OR STAT USED

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL PLUMB, Tiffani		2. PROFESSION (RANK IF APPLICABLE) Intelligence Analyst		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Saint Henry, OH		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 26 (FEB 13)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	11	55	
	Constitution (CON)	11	55	
	Dexterity (DEX)	13	65	Deft
	Intelligence (INT)	12	60	
	Power (POW)	13	65	Calm
	Charisma (CHA)	12	60	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		11	
	Willpower Points (WP)		13	
Sanity Points (SAN)		65		
Breaking Point (BP)		52		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE	
		12	
		12	
		12	
	12. MOTIVATIONS AND MENTAL DISORDERS		
	13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	20	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)	60	<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	60
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	60	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	50	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	30
	<input type="checkbox"/> Athletics (30%)	50	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	50	<input type="checkbox"/> Melee Weapons (30%)	50	<input type="checkbox"/> Unarmed Combat (40%)	40
	<input type="checkbox"/> Computer Science (0%)	40	<input type="checkbox"/> Military Science (0%):	20	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	40	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	50
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	20	<input type="checkbox"/>	50
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	40
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	40			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	20	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=0

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

THIS IS A WORK OF FICTION

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	40%		1D4-1				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY
		19. SPECIAL TRAINING
		SKILL OR STAT USED

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL KAMEN, Troy		2. PROFESSION (RANK IF APPLICABLE) Intelligence Analyst		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Grand Junction, MI		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 30 (NOV 17)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	13	65	Muscular
	Constitution (CON)	17	85	Tough
	Dexterity (DEX)	14	70	Deft
	Intelligence (INT)	10	50	
	Power (POW)	10	50	
	Charisma (CHA)	8	40	Unfriendly
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		15	
	Willpower Points (WP)		10	
Sanity Points (SAN)		50		
Breaking Point (BP)		40		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		8
		8
		8
12. MOTIVATIONS AND MENTAL DISORDERS		
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	30	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	20	<input type="checkbox"/> Forensics (0%)	20	<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)	40	<input type="checkbox"/> Heavy Machinery (10%)	30	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	40
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	60	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	50	<input type="checkbox"/> Surgery (0%)	20
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	50	<input type="checkbox"/> Melee Weapons (30%)	50	<input type="checkbox"/> Unarmed Combat (40%)	40
	<input type="checkbox"/> Computer Science (0%)	40	<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	30	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	40	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	50
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	20	<input type="checkbox"/>	50
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	40
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	40			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	20	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=1

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

THIS IS A WORK OF FICTION

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	40%		1D4				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY
		19. SPECIAL TRAINING
		SKILL OR STAT USED

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL PANIAGUA, Kacey		2. PROFESSION (RANK IF APPLICABLE) Intelligence Analyst		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Rockford, MI		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 52 (AUG 7)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES	PSYCHOLOGICAL DATA	11. BONDS	SCORE	
	Strength (STR)	15	75	Sturdy			12	
	Constitution (CON)	14	70	Robust			12	
	Dexterity (DEX)	11	55				12	
	Intelligence (INT)	10	50					
	Power (POW)	10	50					
	Charisma (CHA)	12	60					
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT		12. MOTIVATIONS AND MENTAL DISORDERS		
	Hit Points (HP)		14					
	Willpower Points (WP)		10					
Sanity Points (SAN)		50						
Breaking Point (BP)		40						
10. PHYSICAL DESCRIPTION					13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE			
					Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted			

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	30
	<input type="checkbox"/> Alertness (20%)	20	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)	40	<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	40
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	40	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	50	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	70	<input type="checkbox"/> Melee Weapons (30%)	50	<input type="checkbox"/> Unarmed Combat (40%)	60
	<input type="checkbox"/> Computer Science (0%)	40	<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	40	<input type="checkbox"/> Occult (10%)	30	<input type="checkbox"/>	50
	<input type="checkbox"/> Demolitions (0%)	20	<input type="checkbox"/> Persuade (20%)	20	<input type="checkbox"/>	50
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)	20	<input type="checkbox"/>	40
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	20			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	40	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=1

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

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	60%		1D4				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY
		19. SPECIAL TRAINING
		SKILL OR STAT USED

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL COTTEN, Devin		2. PROFESSION (RANK IF APPLICABLE) Intelligence Analyst		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) East Andover, NH		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 51 (FEB 16)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	12	60	
	Constitution (CON)	12	60	
	Dexterity (DEX)	11	55	
	Intelligence (INT)	11	55	
	Power (POW)	13	65	Strong-willed
	Charisma (CHA)	13	65	Likable
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		12	
	Willpower Points (WP)		13	
Sanity Points (SAN)		65		
Breaking Point (BP)		52		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE	
		13	
		13	
		13	
	12. MOTIVATIONS AND MENTAL DISORDERS		
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE			
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted			

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	30	<input type="checkbox"/> First Aid (10%)	30	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	20	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)	40	<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	40
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	40	<input type="checkbox"/> Stealth (10%)	30
			<input type="checkbox"/> HUMINT (10%)	50	<input type="checkbox"/> Surgery (0%)	20
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	50	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	40
	<input type="checkbox"/> Computer Science (0%)	60	<input type="checkbox"/> Military Science (0%):	20	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	40	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	50
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	20	<input type="checkbox"/>	50
	<input type="checkbox"/> Disguise (10%)	30	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	40
	<input type="checkbox"/> Dodge (30%)	50	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	20			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	20	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=0

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

THIS IS A WORK OF FICTION

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	40%		1D4-1				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY	
		19. SPECIAL TRAINING	SKILL OR STAT USED
		Please indicate why this agent was recruited and why the agent agreed to be recruited.	

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL COFFELT, Madeline		2. PROFESSION (RANK IF APPLICABLE) Intelligence Analyst		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Silver Lake, NH		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 34 (OCT 22)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	12	60	
	Constitution (CON)	13	65	Perfect health
	Dexterity (DEX)	11	55	
	Intelligence (INT)	12	60	
	Power (POW)	13	65	Forbearing
	Charisma (CHA)	11	55	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		12	
	Willpower Points (WP)		13	
Sanity Points (SAN)		65		
Breaking Point (BP)		52		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		11
		11
		11
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <i>adapted</i> Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <i>adapted</i>		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	20	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)	40	<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	40
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	40	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	50	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)	20	<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	40
	<input type="checkbox"/> Bureaucracy (10%)	70	<input type="checkbox"/> Melee Weapons (30%)	50	<input type="checkbox"/> Unarmed Combat (40%)	60
	<input type="checkbox"/> Computer Science (0%)	60	<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	30	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	40	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	50
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	20	<input type="checkbox"/>	50
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)	20	<input type="checkbox"/>	40
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	20			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	20	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=0

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

THIS IS A WORK OF FICTION

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	60%		1D4-1				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY		
		19. SPECIAL TRAINING	SKILL OR STAT USED	
Please indicate why this agent was recruited and why the agent agreed to be recruited.				

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL DOWNES, Will		2. PROFESSION (RANK IF APPLICABLE) Intelligence Analyst		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Schnellville, IN		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 35 (DEC 11)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	8	40	Puny
	Constitution (CON)	17	85	Tough
	Dexterity (DEX)	10	50	
	Intelligence (INT)	13	65	Sharp
	Power (POW)	10	50	
	Charisma (CHA)	14	70	Charming
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		12	
	Willpower Points (WP)		10	
Sanity Points (SAN)		50		
Breaking Point (BP)		40		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE	
		14	
		14	
		14	
	12. MOTIVATIONS AND MENTAL DISORDERS		
	13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted			

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	20	<input type="checkbox"/> Forensics (0%)	20	<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)	40	<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)	20	<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	40
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	40	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	50	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	50	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	40
	<input type="checkbox"/> Computer Science (0%)	60	<input type="checkbox"/> Military Science (0%):	20	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	60	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	50
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	20	<input type="checkbox"/>	50
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)	20	<input type="checkbox"/>	40
	<input type="checkbox"/> Dodge (30%)	50	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	40			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	20	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=-1

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

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	40%		1D4-2				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY		
			19. SPECIAL TRAINING	SKILL OR STAT USED
Please indicate why this agent was recruited and why the agent agreed to be recruited.				

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL EVERTS, Marian		2. PROFESSION (RANK IF APPLICABLE) Intelligence Analyst		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Jelm, WY		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 39 (JUN 23)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	14	70	Sturdy
	Constitution (CON)	10	50	
	Dexterity (DEX)	10	50	
	Intelligence (INT)	8	40	Obtuse
	Power (POW)	17	85	Imperturbable
	Charisma (CHA)	13	65	Friendly
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		12	
	Willpower Points (WP)		17	
Sanity Points (SAN)		85		
Breaking Point (BP)		68		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		13
		13
		13
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	20	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)	40	<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)	20	<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	60
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	60	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	50	<input type="checkbox"/> Surgery (0%)	20
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	70	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	40
	<input type="checkbox"/> Computer Science (0%)	40	<input type="checkbox"/> Military Science (0%):	20	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	40	<input type="checkbox"/> Occult (10%)	30	<input type="checkbox"/>	50
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	20	<input type="checkbox"/>	50
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	40
	<input type="checkbox"/> Dodge (30%)	50	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	20			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	20	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=1

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

THIS IS A WORK OF FICTION

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	40%		1D4				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY
		19. SPECIAL TRAINING
		SKILL OR STAT USED

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL BOLGER, Quentin		2. PROFESSION (RANK IF APPLICABLE) Intelligence Analyst		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Cyclone, WV		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 29 (NOV 13)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	10	50	
	Constitution (CON)	12	60	
	Dexterity (DEX)	10	50	
	Intelligence (INT)	14	70	Cunning
	Power (POW)	15	75	Strong-willed
	Charisma (CHA)	11	55	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		11	
	Willpower Points (WP)		15	
Sanity Points (SAN)		75		
Breaking Point (BP)		60		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		11
		11
		11
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	30	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	20	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)	40	<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)	20	<input type="checkbox"/> SIGINT (0%)	40
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	40	<input type="checkbox"/> Stealth (10%)	30
			<input type="checkbox"/> HUMINT (10%)	50	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)	20	<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	50	<input type="checkbox"/> Melee Weapons (30%)	50	<input type="checkbox"/> Unarmed Combat (40%)	40
	<input type="checkbox"/> Computer Science (0%)	40	<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):	20	<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	60	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	50
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	20	<input type="checkbox"/>	50
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	40
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	20			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	40	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=0

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

THIS IS A WORK OF FICTION

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	40%		1D4-1				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY	
		19. SPECIAL TRAINING	SKILL OR STAT USED

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL BRADEN, Loretta		2. PROFESSION (RANK IF APPLICABLE) Intelligence Analyst		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Kennedy, MN		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 43 (NOV 8)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	11	55	
	Constitution (CON)	11	55	
	Dexterity (DEX)	11	55	
	Intelligence (INT)	13	65	Sharp
	Power (POW)	15	75	Unflinching
	Charisma (CHA)	10	50	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		11	
	Willpower Points (WP)		15	
Sanity Points (SAN)		75		
Breaking Point (BP)		60		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		10
		10
		10
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	20	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)	40	<input type="checkbox"/> Heavy Machinery (10%)	30	<input type="checkbox"/> Search (20%)	40
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	40
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	40	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	50	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	50	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	50	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	60
	<input type="checkbox"/> Computer Science (0%)	60	<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	60	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	50
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	20	<input type="checkbox"/>	50
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	40
	<input type="checkbox"/> Dodge (30%)	50	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	20			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	20	<input type="checkbox"/> Psychotherapy (10%)	30	<input type="checkbox"/>	

DB=0

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

THIS IS A WORK OF FICTION

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	60%		1D4-1				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL TRUMBAUER, Jedidiah		2. PROFESSION (RANK IF APPLICABLE) Intelligence Analyst		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Northport, WA		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 25 (NOV 14)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	13	65	Sturdy
	Constitution (CON)	10	50	
	Dexterity (DEX)	8	40	Awkward
	Intelligence (INT)	17	85	Brilliant
	Power (POW)	14	70	Strong-willed
	Charisma (CHA)	10	50	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		12	
	Willpower Points (WP)		14	
Sanity Points (SAN)		70		
Breaking Point (BP)		56		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		10
		10
		10
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	30	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	20	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	20
	<input type="checkbox"/> Anthropology (0%)	40	<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)	20	<input type="checkbox"/> SIGINT (0%)	40
	<input type="checkbox"/> Art (0%):	20	<input type="checkbox"/> History (10%)	40	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	50	<input type="checkbox"/> Surgery (0%)	20
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)	20	<input type="checkbox"/> Swim (20%)	40
	<input type="checkbox"/> Bureaucracy (10%)	50	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	40
	<input type="checkbox"/> Computer Science (0%)	40	<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	40	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	50
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	20	<input type="checkbox"/>	50
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	40
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	20			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	40	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=1

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

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	40%		1D4				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY		
		19. SPECIAL TRAINING	SKILL OR STAT USED	
Please indicate why this agent was recruited and why the agent agreed to be recruited.				

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL BOSARGE, Anastasia		2. PROFESSION (RANK IF APPLICABLE) Intelligence Analyst		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Erin, NY		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 25 (SEP 14)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	17	85	Musclebound
	Constitution (CON)	13	65	Robust
	Dexterity (DEX)	10	50	
	Intelligence (INT)	8	40	Slow
	Power (POW)	10	50	
	Charisma (CHA)	14	70	Friendly
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		15	
	Willpower Points (WP)		10	
Sanity Points (SAN)		50		
Breaking Point (BP)		40		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		14
		14
		14
12. MOTIVATIONS AND MENTAL DISORDERS		
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	40	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)	60	<input type="checkbox"/> Heavy Machinery (10%)	30	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)	20	<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	40
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	40	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	50	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	70	<input type="checkbox"/> Melee Weapons (30%)	50	<input type="checkbox"/> Unarmed Combat (40%)	40
	<input type="checkbox"/> Computer Science (0%)	40	<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	60	<input type="checkbox"/> Occult (10%)	30	<input type="checkbox"/>	50
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	20	<input type="checkbox"/>	50
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	40
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	20			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	20	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=2

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

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	40%		1D4+1				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY		
			19. SPECIAL TRAINING	SKILL OR STAT USED

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL CRAM, Allen		2. PROFESSION (RANK IF APPLICABLE) Intelligence Analyst		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Reader, WV		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 46 (AUG 12)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	12	60	
	Constitution (CON)	10	50	
	Dexterity (DEX)	10	50	
	Intelligence (INT)	11	55	
	Power (POW)	14	70	Stoic
	Charisma (CHA)	15	75	Prepossessing
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		11	
	Willpower Points (WP)		14	
Sanity Points (SAN)		70		
Breaking Point (BP)		56		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		15
		15
		15
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	40	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)	40	<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	40
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	40	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	50	<input type="checkbox"/> Surgery (0%)	20
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	70	<input type="checkbox"/> Melee Weapons (30%)	50	<input type="checkbox"/> Unarmed Combat (40%)	40
	<input type="checkbox"/> Computer Science (0%)	40	<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	60	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	70
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	40	<input type="checkbox"/>	50
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)	20	<input type="checkbox"/>	40
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	20			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	20	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=0

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

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	40%		1D4-1				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY
		19. SPECIAL TRAINING
		SKILL OR STAT USED

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL NANTZ, Chana		2. PROFESSION (RANK IF APPLICABLE) Intelligence Analyst		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Mount Moriah, MO		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 55 (JAN 4)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	10	50	
	Constitution (CON)	11	55	
	Dexterity (DEX)	12	60	
	Intelligence (INT)	10	50	
	Power (POW)	15	75	Forbearing
	Charisma (CHA)	14	70	Charming
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		10	
	Willpower Points (WP)		15	
Sanity Points (SAN)		75		
Breaking Point (BP)		60		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		14
		14
		14
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	30	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	20	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)	40	<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	40
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	60	<input type="checkbox"/> Stealth (10%)	30
			<input type="checkbox"/> HUMINT (10%)	50	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)	20	<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	50	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	50	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	60
	<input type="checkbox"/> Computer Science (0%)	40	<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	40	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	50
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	20	<input type="checkbox"/>	50
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	40
	<input type="checkbox"/> Dodge (30%)	50	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	20			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	40	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=0

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

THIS IS A WORK OF FICTION

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	60%		1D4-1				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY	
		19. SPECIAL TRAINING	SKILL OR STAT USED

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL MARBLE, Miles		2. PROFESSION (RANK IF APPLICABLE) Intelligence Analyst		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Gladstone, VA		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 44 (DEC 14)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	12	60	
	Constitution (CON)	10	50	
	Dexterity (DEX)	11	55	
	Intelligence (INT)	10	50	
	Power (POW)	14	70	Forbearing
	Charisma (CHA)	15	75	Likable
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		11	
	Willpower Points (WP)		14	
Sanity Points (SAN)		70		
Breaking Point (BP)		56		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		15
		15
		15
12. MOTIVATIONS AND MENTAL DISORDERS		
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	30	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	30
	<input type="checkbox"/> Alertness (20%)	20	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)	40	<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)	20	<input type="checkbox"/> Heavy Weapons (0%)	20	<input type="checkbox"/> SIGINT (0%)	40
	<input type="checkbox"/> Art (0%):	20	<input type="checkbox"/> History (10%)	40	<input type="checkbox"/> Stealth (10%)	30
			<input type="checkbox"/> HUMINT (10%)	70	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	50	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	40
	<input type="checkbox"/> Computer Science (0%)	40	<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	40	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	50
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	20	<input type="checkbox"/>	50
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)	20	<input type="checkbox"/>	40
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	20			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	20	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=0

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

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	40%		1D4-1				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY	
		19. SPECIAL TRAINING	SKILL OR STAT USED
		Please indicate why this agent was recruited and why the agent agreed to be recruited.	

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL STRUM, Jessi		2. PROFESSION (RANK IF APPLICABLE) Intelligence Analyst		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Angora, NE		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 36 (NOV 7)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	12	60	
	Constitution (CON)	12	60	
	Dexterity (DEX)	11	55	
	Intelligence (INT)	11	55	
	Power (POW)	13	65	Unflinching
	Charisma (CHA)	13	65	Affable
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		12	
	Willpower Points (WP)		13	
Sanity Points (SAN)		65		
Breaking Point (BP)		52		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE	
		13	
		13	
		13	
	12. MOTIVATIONS AND MENTAL DISORDERS		
	13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted			

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	20	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)	40	<input type="checkbox"/> Heavy Machinery (10%)	30	<input type="checkbox"/> Search (20%)	40
	<input type="checkbox"/> Archeology (0%)	20	<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	40
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	40	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	50	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)	20	<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	50	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	40
	<input type="checkbox"/> Bureaucracy (10%)	50	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	60
	<input type="checkbox"/> Computer Science (0%)	40	<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	40	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	50
	<input type="checkbox"/> Demolitions (0%)	20	<input type="checkbox"/> Persuade (20%)	20	<input type="checkbox"/>	50
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	40
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	20			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	20	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=0

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

THIS IS A WORK OF FICTION

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	60%		1D4-1				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY
		19. SPECIAL TRAINING
		SKILL OR STAT USED

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL MAGANA, Darrel		2. PROFESSION (RANK IF APPLICABLE) Intelligence Analyst		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Aurora, KS		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 41 (OCT 17)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	10	50	
	Constitution (CON)	11	55	
	Dexterity (DEX)	12	60	
	Intelligence (INT)	10	50	
	Power (POW)	15	75	Stoic
	Charisma (CHA)	14	70	Prepossessing
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		10	
	Willpower Points (WP)		15	
Sanity Points (SAN)		75		
Breaking Point (BP)		60		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		14
		14
		14
	12. MOTIVATIONS AND MENTAL DISORDERS	
	13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE	
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	30
	<input type="checkbox"/> Alertness (20%)	20	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)	40	<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	40
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	60	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	70	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)	20	<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	70	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	40
	<input type="checkbox"/> Computer Science (0%)	40	<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	60	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	50
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	20	<input type="checkbox"/>	50
	<input type="checkbox"/> Disguise (10%)	30	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	40
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	40			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	20	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=0

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

THIS IS A WORK OF FICTION

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	40%		1D4-1				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY	
		19. SPECIAL TRAINING	SKILL OR STAT USED
		Please indicate why this agent was recruited and why the agent agreed to be recruited.	

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL URIBE, Juliana		2. PROFESSION (RANK IF APPLICABLE) Intelligence Analyst		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Coatsville, MO		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 54 (DEC 20)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	10	50	
	Constitution (CON)	12	60	
	Dexterity (DEX)	10	50	
	Intelligence (INT)	15	75	Ingenious
	Power (POW)	11	55	
	Charisma (CHA)	14	70	Friendly
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		11	
	Willpower Points (WP)		11	
Sanity Points (SAN)		55		
Breaking Point (BP)		44		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		14
		14
		14
	12. MOTIVATIONS AND MENTAL DISORDERS	
	13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE	
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	20	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)	40	<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)	20	<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	40
	<input type="checkbox"/> Art (0%):	20	<input type="checkbox"/> History (10%)	60	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	50	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	40
	<input type="checkbox"/> Bureaucracy (10%)	50	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	40
	<input type="checkbox"/> Computer Science (0%)	40	<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	30	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	60	<input type="checkbox"/> Occult (10%)	30	<input type="checkbox"/>	50
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	20	<input type="checkbox"/>	50
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	40
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	20			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	40	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=0

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

THIS IS A WORK OF FICTION

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	40%		1D4-1				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY	
		19. SPECIAL TRAINING	SKILL OR STAT USED
		Please indicate why this agent was recruited and why the agent agreed to be recruited.	

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL MONSON, Jakob		2. PROFESSION (RANK IF APPLICABLE) Intelligence Analyst		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Thousand Oaks, CA		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 29 (NOV 24)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	8	40	Puny
	Constitution (CON)	10	50	
	Dexterity (DEX)	17	85	Acrobatic
	Intelligence (INT)	14	70	Astute
	Power (POW)	10	50	
	Charisma (CHA)	13	65	Charming
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		9	
	Willpower Points (WP)		10	
Sanity Points (SAN)		50		
Breaking Point (BP)		40		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		13
		13
		13
12. MOTIVATIONS AND MENTAL DISORDERS		
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	20	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)	40	<input type="checkbox"/> Heavy Machinery (10%)	30	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	60
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	60	<input type="checkbox"/> Stealth (10%)	30
			<input type="checkbox"/> HUMINT (10%)	50	<input type="checkbox"/> Surgery (0%)	20
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	70	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	40
	<input type="checkbox"/> Computer Science (0%)	40	<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	40	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	50
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	20	<input type="checkbox"/>	50
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	40
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	20			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	40	<input type="checkbox"/> Psychotherapy (10%)	30	<input type="checkbox"/>	

DB=-1

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

THIS IS A WORK OF FICTION

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	40%		1D4-2				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY
		19. SPECIAL TRAINING
		SKILL OR STAT USED

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL MADERA, Latoya		2. PROFESSION (RANK IF APPLICABLE) Intelligence Analyst		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Heber, CA		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 36 (MAY 2)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	13	65	Tough
	Constitution (CON)	11	55	
	Dexterity (DEX)	13	65	Agile
	Intelligence (INT)	11	55	
	Power (POW)	12	60	
	Charisma (CHA)	12	60	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		12	
	Willpower Points (WP)		12	
Sanity Points (SAN)		60		
Breaking Point (BP)		48		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		12
		12
		12
	12. MOTIVATIONS AND MENTAL DISORDERS	
	13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE	
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	20	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)	40	<input type="checkbox"/> Heavy Machinery (10%)	30	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	40
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	40	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	70	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)	20	<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	40
	<input type="checkbox"/> Bureaucracy (10%)	50	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	40
	<input type="checkbox"/> Computer Science (0%)	40	<input type="checkbox"/> Military Science (0%):	20	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	60	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	50
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	20	<input type="checkbox"/>	50
	<input type="checkbox"/> Disguise (10%)	30	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	40
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	40			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	20	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=1

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

THIS IS A WORK OF FICTION

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	40%		1D4				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY		
			19. SPECIAL TRAINING	SKILL OR STAT USED

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL VANGUNDY, Santiago		2. PROFESSION (RANK IF APPLICABLE) Intelligence Analyst		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Cadott, WI		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 53 (NOV 16)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	8	40	Puny
	Constitution (CON)	14	70	Fit
	Dexterity (DEX)	10	50	
	Intelligence (INT)	10	50	
	Power (POW)	13	65	Calm
	Charisma (CHA)	17	85	Hypnotic
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		11	
	Willpower Points (WP)		13	
Sanity Points (SAN)		65		
Breaking Point (BP)		52		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE	
		17	
		17	
		17	
	12. MOTIVATIONS AND MENTAL DISORDERS		
	13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted			

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	30
	<input type="checkbox"/> Alertness (20%)	40	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	20
	<input type="checkbox"/> Anthropology (0%)	40	<input type="checkbox"/> Heavy Machinery (10%)	30	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)	20	<input type="checkbox"/> SIGINT (0%)	40
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	40	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	50	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	30
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	70	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	40
	<input type="checkbox"/> Computer Science (0%)	40	<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	40	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	50
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	20	<input type="checkbox"/>	50
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	40
	<input type="checkbox"/> Dodge (30%)	50	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	20			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	20	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=-1

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

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	40%		1D4-2				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY		
			19. SPECIAL TRAINING	SKILL OR STAT USED

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL SPANO, Jill		2. PROFESSION (RANK IF APPLICABLE) Intelligence Analyst		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Normandy, MO		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 51 (FEB 4)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	12	60	
	Constitution (CON)	12	60	
	Dexterity (DEX)	5	25	Bulky
	Intelligence (INT)	14	70	Astute
	Power (POW)	8	40	Timid
	Charisma (CHA)	13	65	Friendly
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		12	
	Willpower Points (WP)		8	
Sanity Points (SAN)		40		
Breaking Point (BP)		32		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS		SCORE
			13
			13
			13
	12. MOTIVATIONS AND MENTAL DISORDERS		
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE			
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted			

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	30	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	20	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)	40	<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	60
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	40	<input type="checkbox"/> Stealth (10%)	30
			<input type="checkbox"/> HUMINT (10%)	50	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)	20	<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	50	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	40
	<input type="checkbox"/> Computer Science (0%)	40	<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	30	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	60	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	50
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	20	<input type="checkbox"/>	50
	<input type="checkbox"/> Disguise (10%)	30	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	40
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	20			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	40	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=0

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

THIS IS A WORK OF FICTION

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	40%		1D4-1				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY	
		19. SPECIAL TRAINING	SKILL OR STAT USED

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL CORTES, Thaddeus		2. PROFESSION (RANK IF APPLICABLE) Intelligence Analyst		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Glendora, NJ		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 54 (NOV 9)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	13	65	Tough
	Constitution (CON)	11	55	
	Dexterity (DEX)	13	65	Quick footed
	Intelligence (INT)	11	55	
	Power (POW)	12	60	
	Charisma (CHA)	12	60	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		12	
	Willpower Points (WP)		12	
Sanity Points (SAN)		60		
Breaking Point (BP)		48		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		12
		12
		12
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	30	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	20	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)	60	<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	40
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	40	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	50	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	30
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	50	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	40
	<input type="checkbox"/> Computer Science (0%)	40	<input type="checkbox"/> Military Science (0%):	20	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):	20	<input type="checkbox"/> Navigate (10%)	30	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	40	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	70
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	20	<input type="checkbox"/>	50
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	40
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):	20	<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	20			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	20	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=1

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

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INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	40%		1D4				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY	
		19. SPECIAL TRAINING	SKILL OR STAT USED
		Please indicate why this agent was recruited and why the agent agreed to be recruited.	

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL NOLAN, Trista		2. PROFESSION (RANK IF APPLICABLE) Intelligence Analyst		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Winooski, VT		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 40 (JAN 28)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	15	75	Brawny
	Constitution (CON)	5	25	Frail
	Dexterity (DEX)	13	65	Agile
	Intelligence (INT)	12	60	
	Power (POW)	16	80	Stoic
	Charisma (CHA)	16	80	Approachable
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		10	
	Willpower Points (WP)		16	
Sanity Points (SAN)		80		
Breaking Point (BP)		64		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE	
		16	
		16	
		16	
	12. MOTIVATIONS AND MENTAL DISORDERS		
	13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <i>adapted</i> Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <i>adapted</i>			

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	30
	<input type="checkbox"/> Alertness (20%)	20	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)	40	<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	40
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	40
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	40	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	50	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)	20	<input type="checkbox"/> Swim (20%)	40
	<input type="checkbox"/> Bureaucracy (10%)	50	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	40
	<input type="checkbox"/> Computer Science (0%)	40	<input type="checkbox"/> Military Science (0%):	20	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	60	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	50
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	20	<input type="checkbox"/>	50
	<input type="checkbox"/> Disguise (10%)	30	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	40
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	20			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	20	<input type="checkbox"/> Psychotherapy (10%)	30	<input type="checkbox"/>	

DB=1

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

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	40%		1D4				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY	
		19. SPECIAL TRAINING	SKILL OR STAT USED
		Please indicate why this agent was recruited and why the agent agreed to be recruited.	

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL WHEELOCK, Toby		2. PROFESSION (RANK IF APPLICABLE) Intelligence Analyst		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Ninnekah, OK		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 41 (AUG 7)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	13	65	Brawny
	Constitution (CON)	12	60	
	Dexterity (DEX)	11	55	
	Intelligence (INT)	11	55	
	Power (POW)	13	65	Brave
	Charisma (CHA)	12	60	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		12	
	Willpower Points (WP)		13	
Sanity Points (SAN)		65		
Breaking Point (BP)		52		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		12
		12
		12
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	20	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)	40	<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	40
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)	20	<input type="checkbox"/> SIGINT (0%)	40
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	40	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	50	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)	20	<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	30
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	50	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	40
	<input type="checkbox"/> Computer Science (0%)	60	<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	40	<input type="checkbox"/> Occult (10%)	30	<input type="checkbox"/>	70
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	20	<input type="checkbox"/>	50
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	40
	<input type="checkbox"/> Dodge (30%)	50	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	20			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	20	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=1

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

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	40%		1D4				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY	
		19. SPECIAL TRAINING	SKILL OR STAT USED
		Please indicate why this agent was recruited and why the agent agreed to be recruited.	

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL CORL, Mari		2. PROFESSION (RANK IF APPLICABLE) Intelligence Analyst		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Nora, IN		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 44 (MAY 28)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES	PSYCHOLOGICAL DATA	11. BONDS	SCORE	
	Strength (STR)	13	65	Sturdy			14	
	Constitution (CON)	17	85	Tough			14	
	Dexterity (DEX)	10	50				14	
	Intelligence (INT)	10	50					
	Power (POW)	8	40	Nervous				
	Charisma (CHA)	14	70	Affable				
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT		12. MOTIVATIONS AND MENTAL DISORDERS		
	Hit Points (HP)		15					
	Willpower Points (WP)		8					
Sanity Points (SAN)		40						
Breaking Point (BP)		32						
10. PHYSICAL DESCRIPTION					13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE			
					Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted			

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	20	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	20
	<input type="checkbox"/> Anthropology (0%)	40	<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	40
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	40
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	40	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	70	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)	20	<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	50	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	40
	<input type="checkbox"/> Bureaucracy (10%)	50	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	60
	<input type="checkbox"/> Computer Science (0%)	40	<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	40	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	50
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	20	<input type="checkbox"/>	50
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	40
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	20			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	40	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=1

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

THIS IS A WORK OF FICTION

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	60%		1D4				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY	
		19. SPECIAL TRAINING	SKILL OR STAT USED
		Please indicate why this agent was recruited and why the agent agreed to be recruited.	

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL FASSETT, Alan		2. PROFESSION (RANK IF APPLICABLE) Intelligence Analyst		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Watauga, TN		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 27 (SEP 3)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES	PSYCHOLOGICAL DATA	11. BONDS	SCORE	
	Strength (STR)	10	50				14	
	Constitution (CON)	13	65	Perfect health			14	
	Dexterity (DEX)	8	40	Awkward			14	
	Intelligence (INT)	10	50					
	Power (POW)	17	85	Imperturbable				
	Charisma (CHA)	14	70	Likable				
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT		12. MOTIVATIONS AND MENTAL DISORDERS		
	Hit Points (HP)		12					
	Willpower Points (WP)		17					
Sanity Points (SAN)		85						
Breaking Point (BP)		68						
10. PHYSICAL DESCRIPTION				13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE				
				Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted				

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	30
	<input type="checkbox"/> Alertness (20%)	20	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)	60	<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)	20	<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	40
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	40	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	50	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)	20	<input type="checkbox"/> Swim (20%)	40
	<input type="checkbox"/> Bureaucracy (10%)	70	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	40
	<input type="checkbox"/> Computer Science (0%)	40	<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	30	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	40	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	50
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	40	<input type="checkbox"/>	50
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	40
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	20			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	20	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=0

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

THIS IS A WORK OF FICTION

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	40%		1D4-1				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY
		19. SPECIAL TRAINING
		SKILL OR STAT USED

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL FABRE, Kathy		2. PROFESSION (RANK IF APPLICABLE) Intelligence Case Officer		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Florence, MA		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 25 (APR 27)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	12	60	
	Constitution (CON)	13	65	Fit
	Dexterity (DEX)	11	55	
	Intelligence (INT)	13	65	Crafty
	Power (POW)	11	55	
	Charisma (CHA)	12	60	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		12	
	Willpower Points (WP)		11	
Sanity Points (SAN)		55		
Breaking Point (BP)		44		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		12
		12
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <i>adapted</i> Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <i>adapted</i>		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	30	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	30
	<input type="checkbox"/> Alertness (20%)	50	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	20
	<input type="checkbox"/> Anthropology (0%)	20	<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	40
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	50
			<input type="checkbox"/> HUMINT (10%)	60	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	50	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	40	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	50
	<input type="checkbox"/> Computer Science (0%)	20	<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	30	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	50	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	50
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	20	<input type="checkbox"/>	40
	<input type="checkbox"/> Disguise (10%)	70	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	40			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	40	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=0

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

THIS IS A WORK OF FICTION

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	50%		1D4-1				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY	
		19. SPECIAL TRAINING	SKILL OR STAT USED
		Please indicate why this agent was recruited and why the agent agreed to be recruited.	

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL BANFIELD, Deonte		2. PROFESSION (RANK IF APPLICABLE) Intelligence Case Officer		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Roy, WA		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 30 (OCT 8)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	17	85	Musclebound
	Constitution (CON)	10	50	
	Dexterity (DEX)	14	70	Nimble
	Intelligence (INT)	8	40	Oblivious
	Power (POW)	10	50	
	Charisma (CHA)	13	65	Outgoing
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		14	
	Willpower Points (WP)		10	
Sanity Points (SAN)		50		
Breaking Point (BP)		40		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS		SCORE
			13
			13
	12. MOTIVATIONS AND MENTAL DISORDERS		
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE			
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted			

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	50	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	20
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	40
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	50
			<input type="checkbox"/> HUMINT (10%)	60	<input type="checkbox"/> Surgery (0%)	20
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	40	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	50
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):	20	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	50	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	70
	<input type="checkbox"/> Demolitions (0%)	20	<input type="checkbox"/> Persuade (20%)	40	<input type="checkbox"/>	40
	<input type="checkbox"/> Disguise (10%)	50	<input type="checkbox"/> Pharmacy (0%)	20	<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	40			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	40	<input type="checkbox"/> Psychotherapy (10%)	30	<input type="checkbox"/>	

DB=2

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

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	50%		1D4+1				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY
		19. SPECIAL TRAINING
		SKILL OR STAT USED

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL MAKRIS, Stacy		2. PROFESSION (RANK IF APPLICABLE) Intelligence Case Officer		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Westgate, IA		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 54 (SEP 27)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	11	55	
	Constitution (CON)	12	60	
	Dexterity (DEX)	14	70	Lithe
	Intelligence (INT)	15	75	Quick witted
	Power (POW)	10	50	
	Charisma (CHA)	10	50	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		12	
	Willpower Points (WP)		10	
Sanity Points (SAN)		50		
Breaking Point (BP)		40		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		10
		10
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	30	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	50	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	40
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	50
			<input type="checkbox"/> HUMINT (10%)	60	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	40	<input type="checkbox"/> Melee Weapons (30%)	50	<input type="checkbox"/> Unarmed Combat (40%)	50
	<input type="checkbox"/> Computer Science (0%)	20	<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	30	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	50	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	70
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	40	<input type="checkbox"/>	40
	<input type="checkbox"/> Disguise (10%)	70	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	50	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	40			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	40	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=0

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

THIS IS A WORK OF FICTION

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	50%		1D4-1				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY
		19. SPECIAL TRAINING
		SKILL OR STAT USED

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL HARVILLE, Fletcher		2. PROFESSION (RANK IF APPLICABLE) Intelligence Case Officer		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Elrod, AL		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 32 (DEC 17)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	12	60	
	Constitution (CON)	12	60	
	Dexterity (DEX)	13	65	Lithe
	Intelligence (INT)	13	65	Cunning
	Power (POW)	11	55	
	Charisma (CHA)	11	55	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		12	
	Willpower Points (WP)		11	
Sanity Points (SAN)		55		
Breaking Point (BP)		44		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		11
		11
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	30	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	50	<input type="checkbox"/> Forensics (0%)	20	<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	60
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	50
			<input type="checkbox"/> HUMINT (10%)	60	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	40	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	50
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	70	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	50
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	20	<input type="checkbox"/>	40
	<input type="checkbox"/> Disguise (10%)	50	<input type="checkbox"/> Pharmacy (0%)	20	<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	50	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	60			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	40	<input type="checkbox"/> Psychotherapy (10%)	30	<input type="checkbox"/>	

DB=0

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

THIS IS A WORK OF FICTION

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	50%		1D4-1				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY		
			19. SPECIAL TRAINING	SKILL OR STAT USED
Please indicate why this agent was recruited and why the agent agreed to be recruited.				

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL PETTYJOHN, Teresa		2. PROFESSION (RANK IF APPLICABLE) Intelligence Case Officer		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Berea, KY		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 43 (OCT 16)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	12	60	
	Constitution (CON)	10	50	
	Dexterity (DEX)	14	70	Slick
	Intelligence (INT)	15	75	Crafty
	Power (POW)	11	55	
	Charisma (CHA)	10	50	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		11	
	Willpower Points (WP)		11	
Sanity Points (SAN)		55		
Breaking Point (BP)		44		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		10
		10
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	30
	<input type="checkbox"/> Alertness (20%)	50	<input type="checkbox"/> Forensics (0%)	20	<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	40
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	70
			<input type="checkbox"/> HUMINT (10%)	60	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)	20	<input type="checkbox"/> Law (0%)	20	<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	40	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	50
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	50	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	50
	<input type="checkbox"/> Demolitions (0%)	20	<input type="checkbox"/> Persuade (20%)	20	<input type="checkbox"/>	40
	<input type="checkbox"/> Disguise (10%)	70	<input type="checkbox"/> Pharmacy (0%)	20	<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	40			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	40	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=0

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

THIS IS A WORK OF FICTION

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	50%		1D4-1				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY
		19. SPECIAL TRAINING
		SKILL OR STAT USED
Please indicate why this agent was recruited and why the agent agreed to be recruited.		

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL ZYLSTRA, Rick		2. PROFESSION (RANK IF APPLICABLE) Intelligence Case Officer		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Cuyler, NY		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 29 (MAY 10)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES	PSYCHOLOGICAL DATA	11. BONDS	SCORE	
	Strength (STR)	13	65	Brawny			11	
	Constitution (CON)	11	55				11	
	Dexterity (DEX)	13	65	Deft				
	Intelligence (INT)	12	60					
	Power (POW)	12	60					
	Charisma (CHA)	11	55					
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT		12. MOTIVATIONS AND MENTAL DISORDERS		
	Hit Points (HP)		12					
	Willpower Points (WP)		12					
Sanity Points (SAN)		60						
Breaking Point (BP)		48						
10. PHYSICAL DESCRIPTION					13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE			
					Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <i>adapted</i> Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <i>adapted</i>			

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	70	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	40
	<input type="checkbox"/> Archeology (0%)	20	<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	40
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	30	<input type="checkbox"/> Stealth (10%)	50
			<input type="checkbox"/> HUMINT (10%)	60	<input type="checkbox"/> Surgery (0%)	20
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	40	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	70
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):	20	<input type="checkbox"/> Navigate (10%)	30	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	50	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	50
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	20	<input type="checkbox"/>	40
	<input type="checkbox"/> Disguise (10%)	50	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	40			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	40	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

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

DB=1

THIS IS A WORK OF FICTION

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	70%		1D4				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY	
		19. SPECIAL TRAINING	SKILL OR STAT USED
Please indicate why this agent was recruited and why the agent agreed to be recruited.			

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL KARN, Loren		2. PROFESSION (RANK IF APPLICABLE) Intelligence Case Officer		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Lowell, IN		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 39 (MAY 8)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	11	55	
	Constitution (CON)	12	60	
	Dexterity (DEX)	8	40	Bulky
	Intelligence (INT)	14	70	Sharp
	Power (POW)	13	65	Brave
	Charisma (CHA)	13	65	Outgoing
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		12	
	Willpower Points (WP)		13	
Sanity Points (SAN)		65		
Breaking Point (BP)		52		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE	
		13	
		13	
	12. MOTIVATIONS AND MENTAL DISORDERS		
	13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	50	<input type="checkbox"/> Forensics (0%)	20	<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	60
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	30	<input type="checkbox"/> Stealth (10%)	50
			<input type="checkbox"/> HUMINT (10%)	80	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	40	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	50
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):	20	<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	50	<input type="checkbox"/> Occult (10%)	30	<input type="checkbox"/>	50
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	40	<input type="checkbox"/>	40
	<input type="checkbox"/> Disguise (10%)	50	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	40			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	60	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=0

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

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	50%		1D4-1				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY		
			19. SPECIAL TRAINING	SKILL OR STAT USED
Please indicate why this agent was recruited and why the agent agreed to be recruited.				

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL ELSEA, Danny		2. PROFESSION (RANK IF APPLICABLE) Intelligence Case Officer		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Rodney, MI		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 26 (JAN 27)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	14	70	Brawny
	Constitution (CON)	10	50	
	Dexterity (DEX)	11	55	
	Intelligence (INT)	12	60	
	Power (POW)	15	75	Strong-willed
	Charisma (CHA)	10	50	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		12	
	Willpower Points (WP)		15	
Sanity Points (SAN)		75		
Breaking Point (BP)		60		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		10
		10
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <i>adapted</i> Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <i>adapted</i>		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	50	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	40
	<input type="checkbox"/> Archeology (0%)	20	<input type="checkbox"/> Heavy Weapons (0%)	20	<input type="checkbox"/> SIGINT (0%)	40
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	30	<input type="checkbox"/> Stealth (10%)	50
			<input type="checkbox"/> HUMINT (10%)	80	<input type="checkbox"/> Surgery (0%)	20
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	40	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	50
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	50	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	50
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	40	<input type="checkbox"/>	40
	<input type="checkbox"/> Disguise (10%)	50	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	60			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	40	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=1

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

THIS IS A WORK OF FICTION

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	50%		1D4				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY		
			19. SPECIAL TRAINING	SKILL OR STAT USED
Please indicate why this agent was recruited and why the agent agreed to be recruited.				

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL BOOSE, Michelle		2. PROFESSION (RANK IF APPLICABLE) Intelligence Case Officer		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Virginia Beach, VA		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 35 (JAN 1)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	12	60	
	Constitution (CON)	11	55	
	Dexterity (DEX)	14	70	Quick footed
	Intelligence (INT)	10	50	
	Power (POW)	10	50	
	Charisma (CHA)	15	75	Approachable
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		12	
	Willpower Points (WP)		10	
Sanity Points (SAN)		50		
Breaking Point (BP)		40		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		15
		15
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	50	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)	20	<input type="checkbox"/> SIGINT (0%)	40
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	50
			<input type="checkbox"/> HUMINT (10%)	80	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)	20	<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)	20	<input type="checkbox"/> Swim (20%)	40
	<input type="checkbox"/> Bureaucracy (10%)	40	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	50
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	30	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	50	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	50
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	40	<input type="checkbox"/>	40
	<input type="checkbox"/> Disguise (10%)	50	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	40			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	40	<input type="checkbox"/> Psychotherapy (10%)	30	<input type="checkbox"/>	

DB=0

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

THIS IS A WORK OF FICTION

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	50%		1D4-1				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY		
			19. SPECIAL TRAINING	SKILL OR STAT USED
Please indicate why this agent was recruited and why the agent agreed to be recruited.				

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL FRANKO, Nelson		2. PROFESSION (RANK IF APPLICABLE) Intelligence Case Officer		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Lake City, PA		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 47 (MAY 2)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	13	65	Powerful
	Constitution (CON)	11	55	
	Dexterity (DEX)	12	60	
	Intelligence (INT)	12	60	
	Power (POW)	11	55	
	Charisma (CHA)	13	65	Approachable
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		12	
	Willpower Points (WP)		11	
Sanity Points (SAN)		55		
Breaking Point (BP)		44		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE	
		13	
		13	
	12. MOTIVATIONS AND MENTAL DISORDERS		
	13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted			

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	50	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	20
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	40
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	50
			<input type="checkbox"/> HUMINT (10%)	60	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	60	<input type="checkbox"/> Melee Weapons (30%)	50	<input type="checkbox"/> Unarmed Combat (40%)	70
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	50	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	50
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	20	<input type="checkbox"/>	40
	<input type="checkbox"/> Disguise (10%)	50	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	50	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	60			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	60	<input type="checkbox"/> Psychotherapy (10%)	30	<input type="checkbox"/>	

DB=1

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

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	70%		1D4				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY
		19. SPECIAL TRAINING
		SKILL OR STAT USED

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL OHMAN, Tracey		2. PROFESSION (RANK IF APPLICABLE) Intelligence Case Officer		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Slatyfork, WV		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 37 (MAY 11)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	9	45	
	Constitution (CON)	15	75	Robust
	Dexterity (DEX)	13	65	Nimble
	Intelligence (INT)	13	65	Cunning
	Power (POW)	7	35	Meek
	Charisma (CHA)	11	55	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		12	
	Willpower Points (WP)		7	
Sanity Points (SAN)		35		
Breaking Point (BP)		28		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE	
		11	
		11	
	12. MOTIVATIONS AND MENTAL DISORDERS		
	13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	30	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	50	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	40
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	70
			<input type="checkbox"/> HUMINT (10%)	60	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	40
	<input type="checkbox"/> Bureaucracy (10%)	40	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	70
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):	20	<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	50	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	50
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	40	<input type="checkbox"/>	40
	<input type="checkbox"/> Disguise (10%)	50	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	60			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	40	<input type="checkbox"/> Psychotherapy (10%)	30	<input type="checkbox"/>	

DB=0

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

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	70%		1D4-1				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY
		19. SPECIAL TRAINING
		SKILL OR STAT USED

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL CAMMACK, Alexis		2. PROFESSION (RANK IF APPLICABLE) Intelligence Case Officer		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Fonde, KY		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 54 (MAR 17)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES	PSYCHOLOGICAL DATA	11. BONDS	SCORE
	Strength (STR)	13	65	Tough		8	
	Constitution (CON)	14	70	Resistant		8	
	Dexterity (DEX)	17	85	Acrobatic			
	Intelligence (INT)	10	50				
	Power (POW)	10	50				
	Charisma (CHA)	8	40	Unfriendly			
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT		12. MOTIVATIONS AND MENTAL DISORDERS	
	Hit Points (HP)		14				
	Willpower Points (WP)		10				
Sanity Points (SAN)		50					
Breaking Point (BP)		40					
10. PHYSICAL DESCRIPTION				13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE			
				Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted			

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	50	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	40
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	70
			<input type="checkbox"/> HUMINT (10%)	60	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	40	<input type="checkbox"/> Melee Weapons (30%)	50	<input type="checkbox"/> Unarmed Combat (40%)	50
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):	20	<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	70	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	50
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	20	<input type="checkbox"/>	40
	<input type="checkbox"/> Disguise (10%)	70	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	50	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	60			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	60	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

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

DB=1

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	50%		1D4				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY		
			19. SPECIAL TRAINING	SKILL OR STAT USED

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL LUTON, Candis		2. PROFESSION (RANK IF APPLICABLE) Intelligence Case Officer		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Brownstown, IN		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 26 (SEP 3)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	13	65	Powerful
	Constitution (CON)	10	50	
	Dexterity (DEX)	8	40	Clumsy
	Intelligence (INT)	14	70	Quick witted
	Power (POW)	10	50	
	Charisma (CHA)	17	85	Magnetic
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		12	
	Willpower Points (WP)		10	
Sanity Points (SAN)		50		
Breaking Point (BP)		40		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		17
		17
12. MOTIVATIONS AND MENTAL DISORDERS		
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	50	<input type="checkbox"/> Forensics (0%)	20	<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)	20	<input type="checkbox"/> SIGINT (0%)	40
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	50
			<input type="checkbox"/> HUMINT (10%)	60	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)	20	<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	40	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	50
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):	20	<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	50	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	50
	<input type="checkbox"/> Demolitions (0%)	20	<input type="checkbox"/> Persuade (20%)	20	<input type="checkbox"/>	40
	<input type="checkbox"/> Disguise (10%)	70	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	40			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	60	<input type="checkbox"/> Psychotherapy (10%)	30	<input type="checkbox"/>	

DB=1

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

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	50%		1D4				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY		
			19. SPECIAL TRAINING	SKILL OR STAT USED
Please indicate why this agent was recruited and why the agent agreed to be recruited.				

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL TWILLEY, Terrell		2. PROFESSION (RANK IF APPLICABLE) Intelligence Case Officer		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) West Covina, CA		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 40 (DEC 12)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES	PSYCHOLOGICAL DATA	11. BONDS	SCORE	
	Strength (STR)	11	55				12	
	Constitution (CON)	13	65	Resistant			12	
	Dexterity (DEX)	12	60					
	Intelligence (INT)	11	55					
	Power (POW)	13	65	Forbearing				
	Charisma (CHA)	12	60					
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT		12. MOTIVATIONS AND MENTAL DISORDERS		
	Hit Points (HP)		12					
	Willpower Points (WP)		13					
Sanity Points (SAN)		65						
Breaking Point (BP)		52						
10. PHYSICAL DESCRIPTION				13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE				
				Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <i>adapted</i> Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <i>adapted</i>				

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	50	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	40
	<input type="checkbox"/> Art (0%):	20	<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	50
			<input type="checkbox"/> HUMINT (10%)	60	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)	20	<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	40	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	50
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	70	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	70
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	40	<input type="checkbox"/>	40
	<input type="checkbox"/> Disguise (10%)	50	<input type="checkbox"/> Pharmacy (0%)	20	<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):	20	<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	40			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	60	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

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

DB=0

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	50%		1D4-1				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY
		19. SPECIAL TRAINING
		SKILL OR STAT USED
Please indicate why this agent was recruited and why the agent agreed to be recruited.		

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL FEDELE, Brooke		2. PROFESSION (RANK IF APPLICABLE) Intelligence Case Officer		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Walling, TN		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 51 (SEP 26)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	11	55	
	Constitution (CON)	13	65	Resilient
	Dexterity (DEX)	12	60	
	Intelligence (INT)	13	65	Astute
	Power (POW)	11	55	
	Charisma (CHA)	12	60	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		12	
	Willpower Points (WP)		11	
Sanity Points (SAN)		55		
Breaking Point (BP)		44		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		12
		12
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <i>adapted</i> Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <i>adapted</i>		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	30	<input type="checkbox"/> First Aid (10%)	30	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	50	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	40
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	40
	<input type="checkbox"/> Art (0%):	20	<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	70
			<input type="checkbox"/> HUMINT (10%)	60	<input type="checkbox"/> Surgery (0%)	20
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	40	<input type="checkbox"/> Melee Weapons (30%)	50	<input type="checkbox"/> Unarmed Combat (40%)	50
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	50	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	50
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	20	<input type="checkbox"/>	40
	<input type="checkbox"/> Disguise (10%)	50	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	40			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	40	<input type="checkbox"/> Psychotherapy (10%)	30	<input type="checkbox"/>	

DB=0

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

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INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	50%		1D4-1				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY		
			19. SPECIAL TRAINING	SKILL OR STAT USED
Please indicate why this agent was recruited and why the agent agreed to be recruited.				

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL CUMBERLAND, Kyler		2. PROFESSION (RANK IF APPLICABLE) Intelligence Case Officer		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Villa Rica, GA		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 51 (JAN 16)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	10	50	
	Constitution (CON)	10	50	
	Dexterity (DEX)	12	60	
	Intelligence (INT)	14	70	Canny
	Power (POW)	15	75	Forbearing
	Charisma (CHA)	11	55	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		10	
	Willpower Points (WP)		15	
Sanity Points (SAN)		75		
Breaking Point (BP)		60		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		11
		11
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	50	<input type="checkbox"/> Forensics (0%)	20	<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)	20	<input type="checkbox"/> Heavy Machinery (10%)	30	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	60
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	50
			<input type="checkbox"/> HUMINT (10%)	60	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	40
	<input type="checkbox"/> Bureaucracy (10%)	40	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	50
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):	20	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	50	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	50
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	20	<input type="checkbox"/>	40
	<input type="checkbox"/> Disguise (10%)	70	<input type="checkbox"/> Pharmacy (0%)	20	<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	40			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	40	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=0

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

THIS IS A WORK OF FICTION

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	50%		1D4-1				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY		
			19. SPECIAL TRAINING	SKILL OR STAT USED
Please indicate why this agent was recruited and why the agent agreed to be recruited.				

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL REA, Adrienne		2. PROFESSION (RANK IF APPLICABLE) Intelligence Case Officer		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Klondike, TX		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 51 (JUN 27)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	17	85	Huge
	Constitution (CON)	10	50	
	Dexterity (DEX)	8	40	Bulky
	Intelligence (INT)	13	65	Quick witted
	Power (POW)	10	50	
	Charisma (CHA)	14	70	Outgoing
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		14	
	Willpower Points (WP)		10	
Sanity Points (SAN)		50		
Breaking Point (BP)		40		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		14
		14
12. MOTIVATIONS AND MENTAL DISORDERS		
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	30	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	50	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)	20	<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	40
	<input type="checkbox"/> Art (0%):	20	<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	50
			<input type="checkbox"/> HUMINT (10%)	60	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	40	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	50
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):	20	<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	50	<input type="checkbox"/> Occult (10%)	30	<input type="checkbox"/>	50
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	40	<input type="checkbox"/>	40
	<input type="checkbox"/> Disguise (10%)	50	<input type="checkbox"/> Pharmacy (0%)	20	<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	60			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	40	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=2

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

THIS IS A WORK OF FICTION

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	50%		1D4+1				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY
		19. SPECIAL TRAINING
		SKILL OR STAT USED

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL GRIFFITHS, Bret		2. PROFESSION (RANK IF APPLICABLE) Intelligence Case Officer		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Glorieta, NM		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 48 (JAN 19)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	10	50	
	Constitution (CON)	12	60	
	Dexterity (DEX)	11	55	
	Intelligence (INT)	15	75	Quick witted
	Power (POW)	10	50	
	Charisma (CHA)	14	70	Friendly
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		11	
	Willpower Points (WP)		10	
Sanity Points (SAN)		50		
Breaking Point (BP)		40		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		14
		14
	12. MOTIVATIONS AND MENTAL DISORDERS	
	13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE	
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	30	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	50	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	40
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)	20	<input type="checkbox"/> SIGINT (0%)	40
	<input type="checkbox"/> Art (0%):	20	<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	50
			<input type="checkbox"/> HUMINT (10%)	80	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	30
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	60	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	50
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	50	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	50
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	40	<input type="checkbox"/>	40
	<input type="checkbox"/> Disguise (10%)	50	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	40			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	40	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=0

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

THIS IS A WORK OF FICTION

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	50%		1D4-1				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY	
		19. SPECIAL TRAINING	SKILL OR STAT USED
		Please indicate why this agent was recruited and why the agent agreed to be recruited.	

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL VALVO, Marsha		2. PROFESSION (RANK IF APPLICABLE) Intelligence Case Officer		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Madison, FL		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 43 (FEB 12)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	14	70	Powerful
	Constitution (CON)	13	65	Robust
	Dexterity (DEX)	13	65	Agile
	Intelligence (INT)	9	45	
	Power (POW)	12	60	
	Charisma (CHA)	9	45	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		14	
	Willpower Points (WP)		12	
Sanity Points (SAN)		60		
Breaking Point (BP)		48		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS		SCORE
			9
			9
	12. MOTIVATIONS AND MENTAL DISORDERS		
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE			
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted			

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	50	<input type="checkbox"/> Forensics (0%)	20	<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	40
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	70
			<input type="checkbox"/> HUMINT (10%)	60	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)	20	<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	60	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	50
	<input type="checkbox"/> Computer Science (0%)	20	<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	50	<input type="checkbox"/> Occult (10%)	30	<input type="checkbox"/>	70
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	20	<input type="checkbox"/>	40
	<input type="checkbox"/> Disguise (10%)	70	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	40			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	40	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=1

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

THIS IS A WORK OF FICTION

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	50%		1D4				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY
		19. SPECIAL TRAINING
		SKILL OR STAT USED

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL FAN, Delbert		2. PROFESSION (RANK IF APPLICABLE) Intelligence Case Officer		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Pontoosuc, IL		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 27 (MAR 4)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES	PSYCHOLOGICAL DATA	11. BONDS	SCORE	
	Strength (STR)	11	55				12	
	Constitution (CON)	13	65	Resistant			12	
	Dexterity (DEX)	11	55					
	Intelligence (INT)	13	65	Canny				
	Power (POW)	12	60					
	Charisma (CHA)	12	60					
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT		12. MOTIVATIONS AND MENTAL DISORDERS		
	Hit Points (HP)		12					
	Willpower Points (WP)		12					
Sanity Points (SAN)		60						
Breaking Point (BP)		48						
10. PHYSICAL DESCRIPTION				13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE				
				Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted				

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	30
	<input type="checkbox"/> Alertness (20%)	50	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	40
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	50
			<input type="checkbox"/> HUMINT (10%)	60	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	40	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	70
	<input type="checkbox"/> Computer Science (0%)	20	<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):	20	<input type="checkbox"/> Navigate (10%)	30	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	70	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	50
	<input type="checkbox"/> Demolitions (0%)	20	<input type="checkbox"/> Persuade (20%)	20	<input type="checkbox"/>	40
	<input type="checkbox"/> Disguise (10%)	70	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	40			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	40	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

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

DB=0

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	70%		1D4-1				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY
		19. SPECIAL TRAINING
		SKILL OR STAT USED

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL FILES, Debbie		2. PROFESSION (RANK IF APPLICABLE) Intelligence Case Officer		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Prunedale, CA		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 33 (JAN 16)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	8	40	Puny
	Constitution (CON)	10	50	
	Dexterity (DEX)	13	65	Slick
	Intelligence (INT)	17	85	Brilliant
	Power (POW)	10	50	
	Charisma (CHA)	14	70	Charming
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		9	
	Willpower Points (WP)		10	
Sanity Points (SAN)		50		
Breaking Point (BP)		40		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE	
		14	
		14	
	12. MOTIVATIONS AND MENTAL DISORDERS		
	13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	30	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	50	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)	20	<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	40
	<input type="checkbox"/> Art (0%):	20	<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	50
			<input type="checkbox"/> HUMINT (10%)	60	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	30
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	40
	<input type="checkbox"/> Bureaucracy (10%)	40	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	50
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	30	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	50	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	70
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	20	<input type="checkbox"/>	40
	<input type="checkbox"/> Disguise (10%)	50	<input type="checkbox"/> Pharmacy (0%)	20	<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	40			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	40	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=-1

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

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	50%		1D4-2				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY		
			19. SPECIAL TRAINING	SKILL OR STAT USED
Please indicate why this agent was recruited and why the agent agreed to be recruited.				

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL PAZ, Winston		2. PROFESSION (RANK IF APPLICABLE) Intelligence Case Officer		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Elmo, MO		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 26 (JAN 26)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	13	65	Brawny
	Constitution (CON)	8	40	Frail
	Dexterity (DEX)	10	50	
	Intelligence (INT)	14	70	Ingenious
	Power (POW)	10	50	
	Charisma (CHA)	17	85	Hypnotic
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		10	
	Willpower Points (WP)		10	
Sanity Points (SAN)		50		
Breaking Point (BP)		40		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS		SCORE
			17
			17
	12. MOTIVATIONS AND MENTAL DISORDERS		
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE			
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted			

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	50	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	30	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	60
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	30	<input type="checkbox"/> Stealth (10%)	50
			<input type="checkbox"/> HUMINT (10%)	80	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	50	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	40	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	50
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	50	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	70
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	40	<input type="checkbox"/>	40
	<input type="checkbox"/> Disguise (10%)	50	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):	20	<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	40			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	40	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=1

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

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	50%		1D4				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY
		19. SPECIAL TRAINING
		SKILL OR STAT USED
Please indicate why this agent was recruited and why the agent agreed to be recruited.		

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL DYSART, Kyrie		2. PROFESSION (RANK IF APPLICABLE) Intelligence Case Officer		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Albany, TX		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 46 (APR 19)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	13	65	Powerful
	Constitution (CON)	11	55	
	Dexterity (DEX)	12	60	
	Intelligence (INT)	13	65	Crafty
	Power (POW)	11	55	
	Charisma (CHA)	12	60	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		12	
	Willpower Points (WP)		11	
Sanity Points (SAN)		55		
Breaking Point (BP)		44		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		12
		12
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	50	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	30	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	60
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	50
			<input type="checkbox"/> HUMINT (10%)	60	<input type="checkbox"/> Surgery (0%)	20
	<input type="checkbox"/> Artillery (0%)	20	<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)	20	<input type="checkbox"/> Swim (20%)	40
	<input type="checkbox"/> Bureaucracy (10%)	40	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	50
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	50	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	50
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	20	<input type="checkbox"/>	40
	<input type="checkbox"/> Disguise (10%)	50	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):	20	<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	40			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	40	<input type="checkbox"/> Psychotherapy (10%)	30	<input type="checkbox"/>	

DB=1

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

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	50%		1D4				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY	
		19. SPECIAL TRAINING	SKILL OR STAT USED
		Please indicate why this agent was recruited and why the agent agreed to be recruited.	

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL JARMAN, Franklin		2. PROFESSION (RANK IF APPLICABLE) Intelligence Case Officer		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Sumner, IA		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 47 (JUL 20)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	11	55	
	Constitution (CON)	14	70	Perfect health
	Dexterity (DEX)	13	65	Agile
	Intelligence (INT)	12	60	
	Power (POW)	14	70	Calm
	Charisma (CHA)	15	75	Prepossessing
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		12	
	Willpower Points (WP)		14	
Sanity Points (SAN)		70		
Breaking Point (BP)		56		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		15
		15
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	30	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	50	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)	20	<input type="checkbox"/> SIGINT (0%)	40
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	50
			<input type="checkbox"/> HUMINT (10%)	60	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	50	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	40	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	50
	<input type="checkbox"/> Computer Science (0%)	20	<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	50	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	70
	<input type="checkbox"/> Demolitions (0%)	20	<input type="checkbox"/> Persuade (20%)	40	<input type="checkbox"/>	40
	<input type="checkbox"/> Disguise (10%)	70	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	40			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	40	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=0

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

THIS IS A WORK OF FICTION

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	50%		1D4-1				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY
		19. SPECIAL TRAINING
		SKILL OR STAT USED

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL LYNCH, Tamika		2. PROFESSION (RANK IF APPLICABLE) Intelligence Case Officer		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Regency, VA		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 28 (APR 7)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES	PSYCHOLOGICAL DATA	11. BONDS	SCORE	
	Strength (STR)	12	60				11	
	Constitution (CON)	10	50				11	
	Dexterity (DEX)	15	75	Deft				
	Intelligence (INT)	10	50					
	Power (POW)	14	70	Unflinching				
	Charisma (CHA)	11	55					
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT		12. MOTIVATIONS AND MENTAL DISORDERS		
	Hit Points (HP)		11					
	Willpower Points (WP)		14					
Sanity Points (SAN)		70						
Breaking Point (BP)		56						
10. PHYSICAL DESCRIPTION				13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE				
				Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted				

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	50	<input type="checkbox"/> Forensics (0%)	20	<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	40
	<input type="checkbox"/> Art (0%):	20	<input type="checkbox"/> History (10%)	30	<input type="checkbox"/> Stealth (10%)	50
			<input type="checkbox"/> HUMINT (10%)	60	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	30
	<input type="checkbox"/> Athletics (30%)	50	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	40
	<input type="checkbox"/> Bureaucracy (10%)	60	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	50
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	50	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	50
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	20	<input type="checkbox"/>	40
	<input type="checkbox"/> Disguise (10%)	50	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):	20	<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	40			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	40	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

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

DB=0

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	50%		1D4-1				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY
		19. SPECIAL TRAINING
		SKILL OR STAT USED

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL EARHART, Reginald			2. PROFESSION (RANK IF APPLICABLE) Intelligence Case Officer		
	3. EMPLOYER			4. NATIONALITY (U.S.A.) Jonesville, NC		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____		6. AGE AND D.O.B. 35 (AUG 15)		7. EDUCATION AND OCCUPATIONAL HISTORY	

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	8	40	Weak
	Constitution (CON)	10	50	
	Dexterity (DEX)	17	85	Razor sharp
	Intelligence (INT)	13	65	Ingenious
	Power (POW)	14	70	Calm
	Charisma (CHA)	10	50	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		9	
	Willpower Points (WP)		14	
Sanity Points (SAN)		70		
Breaking Point (BP)		56		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE	
		10	
		10	
	12. MOTIVATIONS AND MENTAL DISORDERS		
	13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted			

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	30	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	50	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	60
	<input type="checkbox"/> Art (0%):	20	<input type="checkbox"/> History (10%)	30	<input type="checkbox"/> Stealth (10%)	50
			<input type="checkbox"/> HUMINT (10%)	80	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	40	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	50
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	70	<input type="checkbox"/> Occult (10%)	30	<input type="checkbox"/>	50
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	20	<input type="checkbox"/>	40
	<input type="checkbox"/> Disguise (10%)	50	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	40			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	40	<input type="checkbox"/> Psychotherapy (10%)	30	<input type="checkbox"/>	

DB=-1

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

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	50%		1D4-2				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY
		19. SPECIAL TRAINING
		SKILL OR STAT USED

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL PENSON, Yadira		2. PROFESSION (RANK IF APPLICABLE) Intelligence Case Officer		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Jacksonville, FL		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 55 (JUN 24)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	14	70	Brawny
	Constitution (CON)	12	60	
	Dexterity (DEX)	10	50	
	Intelligence (INT)	15	75	Quick witted
	Power (POW)	11	55	
	Charisma (CHA)	10	50	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		13	
	Willpower Points (WP)		11	
Sanity Points (SAN)		55		
Breaking Point (BP)		44		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		10
		10
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <i>adapted</i> Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <i>adapted</i>		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	30
	<input type="checkbox"/> Alertness (20%)	50	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	20
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	30	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	40
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	50
			<input type="checkbox"/> HUMINT (10%)	60	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	60	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	50
	<input type="checkbox"/> Computer Science (0%)	20	<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):	20	<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	50	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	50
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	20	<input type="checkbox"/>	40
	<input type="checkbox"/> Disguise (10%)	50	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):	20	<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	60			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	40	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=1

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

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	50%		1D4				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY		
			19. SPECIAL TRAINING	SKILL OR STAT USED

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL ABNEY, Jarrod		2. PROFESSION (RANK IF APPLICABLE) Intelligence Case Officer		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Roscoe, TX		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 47 (AUG 11)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	11	55	
	Constitution (CON)	11	55	
	Dexterity (DEX)	8	40	Uncoordinated
	Intelligence (INT)	12	60	
	Power (POW)	11	55	
	Charisma (CHA)	16	80	Affable
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		11	
	Willpower Points (WP)		11	
Sanity Points (SAN)		55		
Breaking Point (BP)		44		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		16
		16
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <i>adapted</i> Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <i>adapted</i>		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	50	<input type="checkbox"/> Forensics (0%)	20	<input type="checkbox"/> Science (0%):	20
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)	20	<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	40
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	70
			<input type="checkbox"/> HUMINT (10%)	60	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	60	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	70
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	50	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	50
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	20	<input type="checkbox"/>	40
	<input type="checkbox"/> Disguise (10%)	50	<input type="checkbox"/> Pharmacy (0%)	20	<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):	20	<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	40			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	40	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=0

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

THIS IS A WORK OF FICTION

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	70%		1D4-1				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY	
		19. SPECIAL TRAINING	SKILL OR STAT USED
		Please indicate why this agent was recruited and why the agent agreed to be recruited.	

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL WOODCOCK, Angelica		2. PROFESSION (RANK IF APPLICABLE) Intelligence Case Officer		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Sugar Land, TX		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 32 (JUL 6)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	13	65	Muscular
	Constitution (CON)	12	60	
	Dexterity (DEX)	12	60	
	Intelligence (INT)	11	55	
	Power (POW)	13	65	Brave
	Charisma (CHA)	11	55	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		12	
	Willpower Points (WP)		13	
Sanity Points (SAN)		65		
Breaking Point (BP)		52		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		11
		11
12. MOTIVATIONS AND MENTAL DISORDERS		
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	50	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	40
	<input type="checkbox"/> Art (0%):	20	<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	70
			<input type="checkbox"/> HUMINT (10%)	60	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	30
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)	20	<input type="checkbox"/> Swim (20%)	40
	<input type="checkbox"/> Bureaucracy (10%)	40	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	50
	<input type="checkbox"/> Computer Science (0%)	20	<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	50	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	50
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	20	<input type="checkbox"/>	40
	<input type="checkbox"/> Disguise (10%)	70	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	40			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	60	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

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

DB=1

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	50%		1D4				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY		
			19. SPECIAL TRAINING	SKILL OR STAT USED
Please indicate why this agent was recruited and why the agent agreed to be recruited.				

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL FOLK, Darius		2. PROFESSION (RANK IF APPLICABLE) Intelligence Case Officer		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Inver Grove Heig, MN		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 51 (APR 18)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	12	60	
	Constitution (CON)	14	70	Robust
	Dexterity (DEX)	15	75	Slick
	Intelligence (INT)	10	50	
	Power (POW)	11	55	
	Charisma (CHA)	10	50	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		13	
	Willpower Points (WP)		11	
Sanity Points (SAN)		55		
Breaking Point (BP)		44		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		10
		10
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	70	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	40
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	50
			<input type="checkbox"/> HUMINT (10%)	80	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	50	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	40
	<input type="checkbox"/> Bureaucracy (10%)	40	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	70
	<input type="checkbox"/> Computer Science (0%)	20	<input type="checkbox"/> Military Science (0%):	20	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	50	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	70
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	20	<input type="checkbox"/>	40
	<input type="checkbox"/> Disguise (10%)	50	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	40			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	40	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=0

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

THIS IS A WORK OF FICTION

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	70%		1D4-1				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL NADLER, Debbie		2. PROFESSION (RANK IF APPLICABLE) Intelligence Case Officer		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Hoyt, OK		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 34 (FEB 5)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	12	60	
	Constitution (CON)	13	65	Robust
	Dexterity (DEX)	13	65	Deft
	Intelligence (INT)	12	60	
	Power (POW)	11	55	
	Charisma (CHA)	11	55	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		12	
	Willpower Points (WP)		11	
Sanity Points (SAN)		55		
Breaking Point (BP)		44		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS		SCORE
			11
			11
	12. MOTIVATIONS AND MENTAL DISORDERS		
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE			
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <i>adapted</i> Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <i>adapted</i>			

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	50	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	30	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)	20	<input type="checkbox"/> SIGINT (0%)	40
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	50
			<input type="checkbox"/> HUMINT (10%)	80	<input type="checkbox"/> Surgery (0%)	20
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)	20	<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	40	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	50
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	70	<input type="checkbox"/> Occult (10%)	30	<input type="checkbox"/>	50
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	20	<input type="checkbox"/>	40
	<input type="checkbox"/> Disguise (10%)	50	<input type="checkbox"/> Pharmacy (0%)	20	<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	40			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	40	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=0

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

THIS IS A WORK OF FICTION

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	50%		1D4-1				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY
		19. SPECIAL TRAINING
		SKILL OR STAT USED

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL LASSITER, Sonny		2. PROFESSION (RANK IF APPLICABLE) Intelligence Case Officer		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Great Neck, NY		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 50 (JAN 27)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	14	70	Sturdy
	Constitution (CON)	13	65	Robust
	Dexterity (DEX)	12	60	
	Intelligence (INT)	7	35	Slow
	Power (POW)	17	85	Indomitable
	Charisma (CHA)	13	65	Friendly
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		14	
	Willpower Points (WP)		17	
Sanity Points (SAN)		85		
Breaking Point (BP)		68		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE	
		13	
		13	
	12. MOTIVATIONS AND MENTAL DISORDERS		
	13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted			

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	30	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	50	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)	20	<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	40
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	50
			<input type="checkbox"/> HUMINT (10%)	60	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	40
	<input type="checkbox"/> Bureaucracy (10%)	40	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	70
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	30	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	50	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	50
	<input type="checkbox"/> Demolitions (0%)	20	<input type="checkbox"/> Persuade (20%)	20	<input type="checkbox"/>	40
	<input type="checkbox"/> Disguise (10%)	50	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):	20	<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	40			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	40	<input type="checkbox"/> Psychotherapy (10%)	30	<input type="checkbox"/>	

DB=1

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

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	70%		1D4				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY
		19. SPECIAL TRAINING
		SKILL OR STAT USED

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL RIFFE, Lana		2. PROFESSION (RANK IF APPLICABLE) Intelligence Case Officer		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Winchester Bay, OR		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 54 (NOV 12)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	9	45	
	Constitution (CON)	16	80	Resistant
	Dexterity (DEX)	11	55	
	Intelligence (INT)	10	50	
	Power (POW)	6	30	Meek
	Charisma (CHA)	13	65	Approachable
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		12	
	Willpower Points (WP)		6	
Sanity Points (SAN)		30		
Breaking Point (BP)		24		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		13
		13
	12. MOTIVATIONS AND MENTAL DISORDERS	
	13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE	
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	30	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	50	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)	20	<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	40
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	30	<input type="checkbox"/> Stealth (10%)	50
			<input type="checkbox"/> HUMINT (10%)	60	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)	20	<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	40
	<input type="checkbox"/> Bureaucracy (10%)	40	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	70
	<input type="checkbox"/> Computer Science (0%)	20	<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	50	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	70
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	20	<input type="checkbox"/>	40
	<input type="checkbox"/> Disguise (10%)	50	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	40			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	40	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=0

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

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	70%		1D4-1				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL LOTZ, Asa		2. PROFESSION (RANK IF APPLICABLE) Intelligence Case Officer		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Potter, NE		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 45 (FEB 3)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	12	60	
	Constitution (CON)	13	65	Resistant
	Dexterity (DEX)	10	50	
	Intelligence (INT)	11	55	
	Power (POW)	13	65	Unflinching
	Charisma (CHA)	9	45	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		12	
	Willpower Points (WP)		13	
Sanity Points (SAN)		65		
Breaking Point (BP)		52		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		9
		9
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	30	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	50	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	40
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	40
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	30	<input type="checkbox"/> Stealth (10%)	70
			<input type="checkbox"/> HUMINT (10%)	60	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	40
	<input type="checkbox"/> Bureaucracy (10%)	40	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	50
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):	20	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	50	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	50
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	20	<input type="checkbox"/>	40
	<input type="checkbox"/> Disguise (10%)	50	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):	20	<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	40			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	40	<input type="checkbox"/> Psychotherapy (10%)	30	<input type="checkbox"/>	

DB=0

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

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	50%		1D4-1				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY
		19. SPECIAL TRAINING
		SKILL OR STAT USED

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL CHITTY, Laura		2. PROFESSION (RANK IF APPLICABLE) Intelligence Case Officer		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Derby, IA		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 33 (FEB 10)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES	PSYCHOLOGICAL DATA	11. BONDS	SCORE	
	Strength (STR)	11	55				11	
	Constitution (CON)	13	65	Robust			11	
	Dexterity (DEX)	12	60					
	Intelligence (INT)	13	65	Quick witted				
	Power (POW)	12	60					
	Charisma (CHA)	11	55					
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT		12. MOTIVATIONS AND MENTAL DISORDERS		
	Hit Points (HP)		12					
	Willpower Points (WP)		12					
Sanity Points (SAN)		60						
Breaking Point (BP)		48						
10. PHYSICAL DESCRIPTION				13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE				
				Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <i>adapted</i> Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <i>adapted</i>				

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	50	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	20
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	40
	<input type="checkbox"/> Art (0%):	20	<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	50
			<input type="checkbox"/> HUMINT (10%)	60	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)	20	<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)	20	<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	40	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	50
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	70	<input type="checkbox"/> Occult (10%)	30	<input type="checkbox"/>	50
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	20	<input type="checkbox"/>	40
	<input type="checkbox"/> Disguise (10%)	70	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	40			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	60	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=0

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

THIS IS A WORK OF FICTION

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	50%		1D4-1				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY		
			19. SPECIAL TRAINING	SKILL OR STAT USED
Please indicate why this agent was recruited and why the agent agreed to be recruited.				

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL COPPLE, Tyrone		2. PROFESSION (RANK IF APPLICABLE) Intelligence Case Officer		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Dewitt, KY		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 50 (MAY 15)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES	PSYCHOLOGICAL DATA	11. BONDS	SCORE
	Strength (STR)	13	65	Sturdy			11
	Constitution (CON)	12	60				11
	Dexterity (DEX)	11	55				
	Intelligence (INT)	12	60				
	Power (POW)	13	65	Strong-willed			
	Charisma (CHA)	11	55				
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT		12. MOTIVATIONS AND MENTAL DISORDERS	
	Hit Points (HP)		12				
	Willpower Points (WP)		13				
Sanity Points (SAN)		65					
Breaking Point (BP)		52					
10. PHYSICAL DESCRIPTION				13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE			
				Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted			

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	30	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	50	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	30	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	40
	<input type="checkbox"/> Art (0%):	20	<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	50
			<input type="checkbox"/> HUMINT (10%)	80	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	40	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	50
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	50	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	50
	<input type="checkbox"/> Demolitions (0%)	20	<input type="checkbox"/> Persuade (20%)	40	<input type="checkbox"/>	40
	<input type="checkbox"/> Disguise (10%)	50	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	60			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	60	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

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

DB=1

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	50%		1D4				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY		
			19. SPECIAL TRAINING	SKILL OR STAT USED

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL ROMINE, Tara		2. PROFESSION (RANK IF APPLICABLE) Intelligence Case Officer		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Lenox, GA		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 55 (JUN 26)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	14	70	Brawny
	Constitution (CON)	12	60	
	Dexterity (DEX)	10	50	
	Intelligence (INT)	15	75	Crafty
	Power (POW)	10	50	
	Charisma (CHA)	11	55	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		13	
	Willpower Points (WP)		10	
Sanity Points (SAN)		50		
Breaking Point (BP)		40		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS		SCORE	
			11	
			11	
	12. MOTIVATIONS AND MENTAL DISORDERS			
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE				
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted				

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	30	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	50	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	40
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	70
			<input type="checkbox"/> HUMINT (10%)	60	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	40	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	50
	<input type="checkbox"/> Computer Science (0%)	20	<input type="checkbox"/> Military Science (0%):	20	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):	20	<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	50	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	50
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	20	<input type="checkbox"/>	40
	<input type="checkbox"/> Disguise (10%)	50	<input type="checkbox"/> Pharmacy (0%)	20	<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	50	<input type="checkbox"/> Pilot (0%):	20	<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	40			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	40	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=1

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

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	50%		1D4				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY	
		19. SPECIAL TRAINING	SKILL OR STAT USED
		Please indicate why this agent was recruited and why the agent agreed to be recruited.	

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL SLAVIN, Monte		2. PROFESSION (RANK IF APPLICABLE) Intelligence Case Officer		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Ellerslie, GA		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 45 (OCT 15)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	8	40	Weak
	Constitution (CON)	16	80	Fit
	Dexterity (DEX)	9	45	
	Intelligence (INT)	12	60	
	Power (POW)	12	60	
	Charisma (CHA)	16	80	Approachable
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		12	
	Willpower Points (WP)		12	
Sanity Points (SAN)		60		
Breaking Point (BP)		48		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		16
		16
12. MOTIVATIONS AND MENTAL DISORDERS		
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	30	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	70	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	40
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	30	<input type="checkbox"/> Stealth (10%)	50
			<input type="checkbox"/> HUMINT (10%)	60	<input type="checkbox"/> Surgery (0%)	20
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	40	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	50
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	50	<input type="checkbox"/> Occult (10%)	30	<input type="checkbox"/>	70
	<input type="checkbox"/> Demolitions (0%)	20	<input type="checkbox"/> Persuade (20%)	20	<input type="checkbox"/>	40
	<input type="checkbox"/> Disguise (10%)	50	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	60			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	40	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=-1

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

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	50%		1D4-2				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY
		19. SPECIAL TRAINING
		SKILL OR STAT USED

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL SLAY, Bailey		2. PROFESSION (RANK IF APPLICABLE) Intelligence Case Officer		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Elk River, MN		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 41 (DEC 20)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	14	70	Brawny
	Constitution (CON)	10	50	
	Dexterity (DEX)	17	85	Quick
	Intelligence (INT)	13	65	Crafty
	Power (POW)	10	50	
	Charisma (CHA)	8	40	Shy
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		12	
	Willpower Points (WP)		10	
Sanity Points (SAN)		50		
Breaking Point (BP)		40		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		8
		8
12. MOTIVATIONS AND MENTAL DISORDERS		
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	50	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)	20	<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	60
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	50
			<input type="checkbox"/> HUMINT (10%)	80	<input type="checkbox"/> Surgery (0%)	20
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	40	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	70
	<input type="checkbox"/> Computer Science (0%)	20	<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	50	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	70
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	20	<input type="checkbox"/>	40
	<input type="checkbox"/> Disguise (10%)	50	<input type="checkbox"/> Pharmacy (0%)	20	<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	40			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	40	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=1

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

THIS IS A WORK OF FICTION

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	70%		1D4				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY
		19. SPECIAL TRAINING
		SKILL OR STAT USED

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL CLEMMONS, Cornelius		2. PROFESSION (RANK IF APPLICABLE) Intelligence Case Officer		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Ocilla, GA		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 44 (JAN 8)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	13	65	Sturdy
	Constitution (CON)	14	70	Perfect health
	Dexterity (DEX)	10	50	
	Intelligence (INT)	17	85	Genius
	Power (POW)	8	40	Gloomy
	Charisma (CHA)	10	50	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		14	
	Willpower Points (WP)		8	
Sanity Points (SAN)		40		
Breaking Point (BP)		32		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		10
		10
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	50	<input type="checkbox"/> Forensics (0%)	20	<input type="checkbox"/> Science (0%):	20
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)	20	<input type="checkbox"/> SIGINT (0%)	40
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	50
			<input type="checkbox"/> HUMINT (10%)	60	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	50	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	40	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	50
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):	20	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	50	<input type="checkbox"/> Occult (10%)	30	<input type="checkbox"/>	50
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	20	<input type="checkbox"/>	40
	<input type="checkbox"/> Disguise (10%)	50	<input type="checkbox"/> Pharmacy (0%)	20	<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	40			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	40	<input type="checkbox"/> Psychotherapy (10%)	30	<input type="checkbox"/>	

DB=1

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

THIS IS A WORK OF FICTION

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	50%		1D4				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY		
			19. SPECIAL TRAINING	SKILL OR STAT USED

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL LEATHAM, Casey		2. PROFESSION (RANK IF APPLICABLE) Lawyer		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Lemoyne, NE		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 48 (OCT 3)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	13	65	Powerful
	Constitution (CON)	17	85	Indefatigable
	Dexterity (DEX)	10	50	
	Intelligence (INT)	11	55	
	Power (POW)	10	50	
	Charisma (CHA)	17	85	Captivating
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		15	
	Willpower Points (WP)		10	
Sanity Points (SAN)		50		
Breaking Point (BP)		40		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		17
		17
		17
		17
	12. MOTIVATIONS AND MENTAL DISORDERS	
	13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE	
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	70	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	20	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)	20	<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	40	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)	50	<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)	20	<input type="checkbox"/> Swim (20%)	40
	<input type="checkbox"/> Bureaucracy (10%)	70	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	40
	<input type="checkbox"/> Computer Science (0%)	50	<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):	20	<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	50
	<input type="checkbox"/> Demolitions (0%)	20	<input type="checkbox"/> Persuade (20%)	80	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)	50	<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	20			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	20	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=1

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

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	40%		1D4				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY		
			19. SPECIAL TRAINING	SKILL OR STAT USED

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL NATION, Rickie		2. PROFESSION (RANK IF APPLICABLE) Lawyer		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Syracuse, NY		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 35 (AUG 26)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	12	60	
	Constitution (CON)	11	55	
	Dexterity (DEX)	12	60	
	Intelligence (INT)	13	65	Sharp
	Power (POW)	13	65	Unflinching
	Charisma (CHA)	11	55	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		12	
	Willpower Points (WP)		13	
Sanity Points (SAN)		65		
Breaking Point (BP)		52		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		11
		11
		11
		11
	12. MOTIVATIONS AND MENTAL DISORDERS	
	13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE	
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	50	<input type="checkbox"/> First Aid (10%)	30	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	40	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)	20	<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):	20	<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	40	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)	20	<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	50	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	40
	<input type="checkbox"/> Computer Science (0%)	50	<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	60	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	50
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	60	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	30	<input type="checkbox"/> Pharmacy (0%)	50	<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	50	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	40			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	20	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=0

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

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	40%		1D4-1				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY
		19. SPECIAL TRAINING
		SKILL OR STAT USED

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL SUZUKI, Rachele			2. PROFESSION (RANK IF APPLICABLE) Lawyer		
	3. EMPLOYER			4. NATIONALITY (U.S.A.) Santa Monica, CA		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____		6. AGE AND D.O.B. 50 (FEB 23)		7. EDUCATION AND OCCUPATIONAL HISTORY	

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	12	60	
	Constitution (CON)	15	75	Resistant
	Dexterity (DEX)	7	35	Ungainly
	Intelligence (INT)	13	65	Canny
	Power (POW)	12	60	
	Charisma (CHA)	8	40	Shy
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		14	
	Willpower Points (WP)		12	
Sanity Points (SAN)		60		
Breaking Point (BP)		48		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		8
		8
		8
		8
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	50	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	20	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	30
			<input type="checkbox"/> HUMINT (10%)	40	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)	50	<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	50	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	40
	<input type="checkbox"/> Bureaucracy (10%)	70	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	40
	<input type="checkbox"/> Computer Science (0%)	70	<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	30	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	60	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	50
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	60	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	40			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	40	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=0

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

THIS IS A WORK OF FICTION

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	40%		1D4-1				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY	
		19. SPECIAL TRAINING	SKILL OR STAT USED
		Please indicate why this agent was recruited and why the agent agreed to be recruited.	

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL SOUTHER, Guillermo		2. PROFESSION (RANK IF APPLICABLE) Lawyer		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Kissimmee, FL		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 47 (APR 13)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	10	50	
	Constitution (CON)	12	60	
	Dexterity (DEX)	15	75	Deft
	Intelligence (INT)	14	70	Astute
	Power (POW)	11	55	
	Charisma (CHA)	10	50	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		11	
	Willpower Points (WP)		11	
Sanity Points (SAN)		55		
Breaking Point (BP)		44		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		10
		10
		10
		10
	12. MOTIVATIONS AND MENTAL DISORDERS	
	13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE	
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	50	<input type="checkbox"/> First Aid (10%)	30	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	40	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)	20	<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	20
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	40	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)	20	<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)	20	<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	50	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	40
	<input type="checkbox"/> Computer Science (0%)	50	<input type="checkbox"/> Military Science (0%):	20	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	60	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	50
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	60	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)	50	<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	50	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	20			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	20	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=0

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

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	40%		1D4-1				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY	
		19. SPECIAL TRAINING	SKILL OR STAT USED
		Please indicate why this agent was recruited and why the agent agreed to be recruited.	

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL MAZZEO, Yadira		2. PROFESSION (RANK IF APPLICABLE) Lawyer		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Orefield, PA		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 35 (SEP 10)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	10	50	
	Constitution (CON)	14	70	Resilient
	Dexterity (DEX)	17	85	Acrobatic
	Intelligence (INT)	13	65	Astute
	Power (POW)	8	40	Nervous
	Charisma (CHA)	10	50	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		12	
	Willpower Points (WP)		8	
Sanity Points (SAN)		40		
Breaking Point (BP)		32		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		10
		10
		10
		10
	12. MOTIVATIONS AND MENTAL DISORDERS	
	13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE	
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	70	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	40	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)	20	<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	30	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	40	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)	50	<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	50	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	40
	<input type="checkbox"/> Computer Science (0%)	50	<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	60	<input type="checkbox"/> Occult (10%)	30	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	60	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)	70	<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):	20	<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	20			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	20	<input type="checkbox"/> Psychotherapy (10%)	30	<input type="checkbox"/>	

DB=0

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

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	40%		1D4-1				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY	
		19. SPECIAL TRAINING	SKILL OR STAT USED
		Please indicate why this agent was recruited and why the agent agreed to be recruited.	

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL ROBINETT, Shelton		2. PROFESSION (RANK IF APPLICABLE) Lawyer		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Barnegat, NJ		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 41 (JUN 24)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	12	60	
	Constitution (CON)	13	65	Resilient
	Dexterity (DEX)	13	65	Lite
	Intelligence (INT)	11	55	
	Power (POW)	12	60	
	Charisma (CHA)	11	55	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		12	
	Willpower Points (WP)		12	
Sanity Points (SAN)		60		
Breaking Point (BP)		48		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		11
		11
		11
		11
	12. MOTIVATIONS AND MENTAL DISORDERS	
	13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE	
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	50	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	20	<input type="checkbox"/> Forensics (0%)	20	<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)	20	<input type="checkbox"/> Heavy Weapons (0%)	20	<input type="checkbox"/> SIGINT (0%)	20
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	30
			<input type="checkbox"/> HUMINT (10%)	40	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)	50	<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	50	<input type="checkbox"/> Melee Weapons (30%)	50	<input type="checkbox"/> Unarmed Combat (40%)	40
	<input type="checkbox"/> Computer Science (0%)	50	<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	60	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	60	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	30	<input type="checkbox"/> Pharmacy (0%)	70	<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	20			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	20	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=0

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

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INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	40%		1D4-1				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY
		19. SPECIAL TRAINING
		SKILL OR STAT USED

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL DRINNON, Jody		2. PROFESSION (RANK IF APPLICABLE) Lawyer		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Porter Ranch, CA		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 37 (SEP 3)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	12	60	
	Constitution (CON)	15	75	Resistant
	Dexterity (DEX)	15	75	Agile
	Intelligence (INT)	4	20	Vacuous
	Power (POW)	7	35	Pessimistic
	Charisma (CHA)	7	35	Standoffish
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		14	
	Willpower Points (WP)		7	
Sanity Points (SAN)		35		
Breaking Point (BP)		28		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		7
		7
		7
		7
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <i>adapted</i> Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <i>adapted</i>		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	50	<input type="checkbox"/> First Aid (10%)	30	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	20	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	40
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	40	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)	50	<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	70	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	60
	<input type="checkbox"/> Computer Science (0%)	50	<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):	20	<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	80	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	60	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)	70	<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	50	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	20			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	20	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=0

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

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	60%		1D4-1				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY
		19. SPECIAL TRAINING
		SKILL OR STAT USED

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL GUERRIER, Aric		2. PROFESSION (RANK IF APPLICABLE) Lawyer		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Brownlee, NE		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 42 (AUG 14)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	8	40	Weak
	Constitution (CON)	11	55	
	Dexterity (DEX)	7	35	Awkward
	Intelligence (INT)	8	40	Shallow
	Power (POW)	9	45	
	Charisma (CHA)	9	45	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		10	
	Willpower Points (WP)		9	
Sanity Points (SAN)		45		
Breaking Point (BP)		36		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		9
		9
		9
		9
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	50	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	20	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	30	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)	20	<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	20
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	40	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)	50	<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	70	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	40
	<input type="checkbox"/> Computer Science (0%)	70	<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	80	<input type="checkbox"/> Occult (10%)	30	<input type="checkbox"/>	50
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	60	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	30	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	20			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	20	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=-1

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

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	40%		1D4-2				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY
		19. SPECIAL TRAINING
		SKILL OR STAT USED

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL STACH, Deana		2. PROFESSION (RANK IF APPLICABLE) Lawyer		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Lincoln, NE		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 34 (MAR 6)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	15	75	Brawny
	Constitution (CON)	10	50	
	Dexterity (DEX)	12	60	
	Intelligence (INT)	11	55	
	Power (POW)	10	50	
	Charisma (CHA)	14	70	Charming
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		12	
	Willpower Points (WP)		10	
Sanity Points (SAN)		50		
Breaking Point (BP)		40		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		14
		14
		14
		14
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	50	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	40	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	30	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)	20	<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):	20	<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	60	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)	50	<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	50	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	40
	<input type="checkbox"/> Computer Science (0%)	70	<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):	20				
			<input type="checkbox"/> Navigate (10%)	30	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	60	<input type="checkbox"/> Occult (10%)	10		50
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	60		
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)			
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):			
	<input type="checkbox"/> Drive (20%)	20				
	<input type="checkbox"/> Firearms (20%)	20	<input type="checkbox"/> Psychotherapy (10%)	10		

DB=1

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

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	40%		1D4				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY
		19. SPECIAL TRAINING
		SKILL OR STAT USED

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL BERNSTEIN, Ernie		2. PROFESSION (RANK IF APPLICABLE) Lawyer		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Yucaipa, CA		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 48 (MAR 5)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	13	65	Powerful
	Constitution (CON)	11	55	
	Dexterity (DEX)	13	65	Quick footed
	Intelligence (INT)	12	60	
	Power (POW)	11	55	
	Charisma (CHA)	12	60	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		12	
	Willpower Points (WP)		11	
Sanity Points (SAN)		55		
Breaking Point (BP)		44		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		12
		12
		12
		12
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	50	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	20	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	30	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)	20	<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):	20	<input type="checkbox"/> History (10%)	30	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	40	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)	50	<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	50	<input type="checkbox"/> Melee Weapons (30%)	50	<input type="checkbox"/> Unarmed Combat (40%)	40
	<input type="checkbox"/> Computer Science (0%)	50	<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	60	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)	20	<input type="checkbox"/> Persuade (20%)	80	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)	50	<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):	20	<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	20			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	20	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=1

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

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	40%		1D4				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY
		19. SPECIAL TRAINING
		SKILL OR STAT USED

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL TONDREAU, Trina		2. PROFESSION (RANK IF APPLICABLE) Lawyer		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) East Windsor, CT		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 35 (FEB 26)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	12	60	
	Constitution (CON)	16	80	Resilient
	Dexterity (DEX)	16	80	Agile
	Intelligence (INT)	7	35	Obtuse
	Power (POW)	7	35	Tense
	Charisma (CHA)	14	70	Affable
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		14	
	Willpower Points (WP)		7	
Sanity Points (SAN)		35		
Breaking Point (BP)		28		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		14
		14
		14
		14
	12. MOTIVATIONS AND MENTAL DISORDERS	
	13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE	
	Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted	

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	50	<input type="checkbox"/> First Aid (10%)	30	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	20	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)	20	<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	30
			<input type="checkbox"/> HUMINT (10%)	40	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)	50	<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	50	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	50	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	40
	<input type="checkbox"/> Computer Science (0%)	50	<input type="checkbox"/> Military Science (0%):	20	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	30	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	50
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	60	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	30	<input type="checkbox"/> Pharmacy (0%)	50	<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	40			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	20	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=0

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

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	40%		1D4-1				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY	
		19. SPECIAL TRAINING	SKILL OR STAT USED
		Please indicate why this agent was recruited and why the agent agreed to be recruited.	

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL GOURLEY, Jennifer		2. PROFESSION (RANK IF APPLICABLE) Lawyer		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Melrude, MN		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 52 (JUN 26)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	14	70	Tough
	Constitution (CON)	9	45	
	Dexterity (DEX)	16	80	Quick footed
	Intelligence (INT)	13	65	Perceptive
	Power (POW)	10	50	
	Charisma (CHA)	12	60	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		12	
	Willpower Points (WP)		10	
Sanity Points (SAN)		50		
Breaking Point (BP)		40		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		12
		12
		12
		12
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	50	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	40	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	30	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	30	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	40	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)	50	<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	40
	<input type="checkbox"/> Bureaucracy (10%)	50	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	60
	<input type="checkbox"/> Computer Science (0%)	70	<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):	20	<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	60	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	50
	<input type="checkbox"/> Demolitions (0%)	20	<input type="checkbox"/> Persuade (20%)	60	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	20			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	20	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=1

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

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	60%		1D4				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY
		19. SPECIAL TRAINING
		SKILL OR STAT USED

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL KAYE, Cheri		2. PROFESSION (RANK IF APPLICABLE) Lawyer		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Blakeslee, PA		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 32 (SEP 1)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	15	75	Brawny
	Constitution (CON)	13	65	Robust
	Dexterity (DEX)	10	50	
	Intelligence (INT)	7	35	Oblivious
	Power (POW)	13	65	Calm
	Charisma (CHA)	6	30	Self conscious
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		14	
	Willpower Points (WP)		13	
Sanity Points (SAN)		65		
Breaking Point (BP)		52		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		6
		6
		6
		6
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	70	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	20	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	30
			<input type="checkbox"/> HUMINT (10%)	40	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)	20	<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	70	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	40
	<input type="checkbox"/> Computer Science (0%)	70	<input type="checkbox"/> Military Science (0%):	20	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	60	<input type="checkbox"/> Occult (10%)	30	<input type="checkbox"/>	70
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	60	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)	50	<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	20			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	20	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=1

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

THIS IS A WORK OF FICTION

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	40%		1D4				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY	
		19. SPECIAL TRAINING	SKILL OR STAT USED
		Please indicate why this agent was recruited and why the agent agreed to be recruited.	

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL CLUCK, Rashawn		2. PROFESSION (RANK IF APPLICABLE) Lawyer		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Stewart, MS		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 27 (APR 27)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	11	55	
	Constitution (CON)	10	50	
	Dexterity (DEX)	14	70	Lithe
	Intelligence (INT)	10	50	
	Power (POW)	15	75	Unflinching
	Charisma (CHA)	12	60	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		10	
	Willpower Points (WP)		15	
Sanity Points (SAN)		75		
Breaking Point (BP)		60		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		12
		12
		12
		12
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	50	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	30
	<input type="checkbox"/> Alertness (20%)	40	<input type="checkbox"/> Forensics (0%)	20	<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	20
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	60	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	50	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	40
	<input type="checkbox"/> Computer Science (0%)	50	<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	60	<input type="checkbox"/> Occult (10%)	30	<input type="checkbox"/>	50
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	60	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	30	<input type="checkbox"/> Pharmacy (0%)	50	<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	20			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	20	<input type="checkbox"/> Psychotherapy (10%)	30	<input type="checkbox"/>	

DB=0

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

THIS IS A WORK OF FICTION

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	40%		1D4-1				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY
		19. SPECIAL TRAINING
		SKILL OR STAT USED

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL FOOS, Latrice		2. PROFESSION (RANK IF APPLICABLE) Lawyer		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Plover, IA		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 35 (NOV 26)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	11	55	
	Constitution (CON)	11	55	
	Dexterity (DEX)	12	60	
	Intelligence (INT)	13	65	Quick witted
	Power (POW)	12	60	
	Charisma (CHA)	13	65	Outgoing
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		11	
	Willpower Points (WP)		12	
Sanity Points (SAN)		60		
Breaking Point (BP)		48		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS		SCORE
			13
			13
			13
			13
	12. MOTIVATIONS AND MENTAL DISORDERS		
	13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted			

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	50	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	30
	<input type="checkbox"/> Alertness (20%)	40	<input type="checkbox"/> Forensics (0%)	20	<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	20
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	40	<input type="checkbox"/> Surgery (0%)	20
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)	50	<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	50	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	40
	<input type="checkbox"/> Computer Science (0%)	20	<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	60	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	50
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	60	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	30	<input type="checkbox"/> Pharmacy (0%)	50	<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):	20	<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	20			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	20	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=0

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

THIS IS A WORK OF FICTION

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	40%		1D4-1				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY	
		19. SPECIAL TRAINING	SKILL OR STAT USED

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL LUCCHESI, Buddy		2. PROFESSION (RANK IF APPLICABLE) Lawyer		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Vienna, OH		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 54 (APR 24)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	12	60	
	Constitution (CON)	11	55	
	Dexterity (DEX)	13	65	Deft
	Intelligence (INT)	11	55	
	Power (POW)	13	65	Stoic
	Charisma (CHA)	12	60	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		12	
	Willpower Points (WP)		13	
Sanity Points (SAN)		65		
Breaking Point (BP)		52		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		12
		12
		12
		12
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <i>adapted</i> Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <i>adapted</i>		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	70	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	20	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	20
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	60	<input type="checkbox"/> Surgery (0%)	20
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)	70	<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	50	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	40
	<input type="checkbox"/> Computer Science (0%)	50	<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	80	<input type="checkbox"/> Occult (10%)	30	<input type="checkbox"/>	50
	<input type="checkbox"/> Demolitions (0%)	20	<input type="checkbox"/> Persuade (20%)	60	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	20			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	20	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=0

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

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	40%		1D4-1				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY	
		19. SPECIAL TRAINING	SKILL OR STAT USED
		Please indicate why this agent was recruited and why the agent agreed to be recruited.	

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL TIMKO, Eunice		2. PROFESSION (RANK IF APPLICABLE) Lawyer		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Prairie, MS		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 41 (OCT 8)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES	PSYCHOLOGICAL DATA	11. BONDS	SCORE
	Strength (STR)	15	75	Brawny		10	
	Constitution (CON)	8	40	Delicate		10	
	Dexterity (DEX)	18	90	Quick		10	
	Intelligence (INT)	13	65	Perceptive		10	
	Power (POW)	14	70	Calm			
	Charisma (CHA)	10	50				
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT		12. MOTIVATIONS AND MENTAL DISORDERS	
	Hit Points (HP)		12				
	Willpower Points (WP)		14				
Sanity Points (SAN)		70					
Breaking Point (BP)		56					
10. PHYSICAL DESCRIPTION				13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE			
				Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted			

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	50	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	30
	<input type="checkbox"/> Alertness (20%)	20	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	40	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)	20	<input type="checkbox"/> Law (0%)	50	<input type="checkbox"/> Survival (10%)	30
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)	20	<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	50	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	40
	<input type="checkbox"/> Computer Science (0%)	20	<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	80	<input type="checkbox"/> Occult (10%)	30	<input type="checkbox"/>	50
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	60	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	30	<input type="checkbox"/> Pharmacy (0%)	50	<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	20			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	20	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=1

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

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	40%		1D4				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY	
		19. SPECIAL TRAINING	SKILL OR STAT USED
		Please indicate why this agent was recruited and why the agent agreed to be recruited.	

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL LEISHMAN, Demarcus		2. PROFESSION (RANK IF APPLICABLE) Lawyer		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Mansfield, OH		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 30 (MAR 3)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	12	60	
	Constitution (CON)	13	65	Resistant
	Dexterity (DEX)	12	60	
	Intelligence (INT)	13	65	Perceptive
	Power (POW)	11	55	
	Charisma (CHA)	11	55	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		12	
	Willpower Points (WP)		11	
Sanity Points (SAN)		55		
Breaking Point (BP)		44		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		11
		11
		11
		11
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	50	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	20	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):	20	<input type="checkbox"/> History (10%)	30	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	40	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)	70	<input type="checkbox"/> Survival (10%)	30
	<input type="checkbox"/> Athletics (30%)	50	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	50	<input type="checkbox"/> Melee Weapons (30%)	50	<input type="checkbox"/> Unarmed Combat (40%)	40
	<input type="checkbox"/> Computer Science (0%)	50	<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	60	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	60	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)	50	<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	50	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	40			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	20	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=0

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

THIS IS A WORK OF FICTION

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	40%		1D4-1				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY		
			19. SPECIAL TRAINING	SKILL OR STAT USED

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL DESCOTEAUX, Norma		2. PROFESSION (RANK IF APPLICABLE) Lawyer		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Lincolnville, ME		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 49 (SEP 20)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	8	40	Puny
	Constitution (CON)	10	50	
	Dexterity (DEX)	13	65	Lite
	Intelligence (INT)	17	85	Genius
	Power (POW)	10	50	
	Charisma (CHA)	14	70	Approachable
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		9	
	Willpower Points (WP)		10	
Sanity Points (SAN)		50		
Breaking Point (BP)		40		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		14
		14
		14
		14
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	70	<input type="checkbox"/> First Aid (10%)	30	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	20	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	20
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	40	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)	50	<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	50	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	60
	<input type="checkbox"/> Computer Science (0%)	20	<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	60	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	50
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	60	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	30	<input type="checkbox"/> Pharmacy (0%)	70	<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	20			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	40	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=-1

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

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	60%		1D4-2				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY	
		19. SPECIAL TRAINING	SKILL OR STAT USED
		Please indicate why this agent was recruited and why the agent agreed to be recruited.	

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL LOYOLA, Keegan		2. PROFESSION (RANK IF APPLICABLE) Lawyer		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Popejoy, IA		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 40 (SEP 12)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	12	60	
	Constitution (CON)	14	70	Resilient
	Dexterity (DEX)	11	55	
	Intelligence (INT)	10	50	
	Power (POW)	15	75	Forbearing
	Charisma (CHA)	10	50	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		13	
	Willpower Points (WP)		15	
Sanity Points (SAN)		75		
Breaking Point (BP)		60		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		10
		10
		10
		10
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	50	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	20	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	30	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)	20	<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):	20	<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	30
			<input type="checkbox"/> HUMINT (10%)	40	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)	50	<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	70	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	40
	<input type="checkbox"/> Computer Science (0%)	50	<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	30	<input type="checkbox"/> Occult (10%)	30	<input type="checkbox"/>	50
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	60	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)	50	<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	20			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	20	<input type="checkbox"/> Psychotherapy (10%)	30	<input type="checkbox"/>	

DB=0

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

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	40%		1D4-1				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY	
		19. SPECIAL TRAINING	SKILL OR STAT USED
		Please indicate why this agent was recruited and why the agent agreed to be recruited.	

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL LETO, Gabriela		2. PROFESSION (RANK IF APPLICABLE) Marine		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Jeffersonton, VA		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 40 (DEC 18)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	11	55	
	Constitution (CON)	12	60	
	Dexterity (DEX)	11	55	
	Intelligence (INT)	13	65	Canny
	Power (POW)	13	65	Strong-willed
	Charisma (CHA)	12	60	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		12	
	Willpower Points (WP)		13	
Sanity Points (SAN)		65		
Breaking Point (BP)		52		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		12
		12
		12
		12
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	40	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	50	<input type="checkbox"/> Forensics (0%)	20	<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	50	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)	20	<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)	20	<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	50	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	50	<input type="checkbox"/> Melee Weapons (30%)	50	<input type="checkbox"/> Unarmed Combat (40%)	50
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%) Land	40	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):	20	<input type="checkbox"/> Navigate (10%)	40	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	40
	<input type="checkbox"/> Demolitions (0%)	40	<input type="checkbox"/> Persuade (20%)	30	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):	20	<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	40			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	60	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=0

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

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Tactical body armor - Armour Rating 5				GPS			
	Kevlar helmet - Armour Rating +1							
	Dog tags							
	Night vision goggles							
	* Spare ammunition							
	Tactical light							
	Night vision goggles							
	Military-band radio with earpiece and throat microphone							
	Multitool							
Compass								
Field dressing								
Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.								
16.	WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a)	Unarmed	50%		1D4-1				
(b)	Medium Pistol	60%	15m	1D10				15
(c)	Grenade...	20%	300m		3	15% †	Per burst	100
(d)	Combat Knife	50%		1D6	3			
(e)	Hand Grenade	50%	20m			15%	10m	2
(f)								
(g)								

REMARKS	17. PERSONAL DETAILS AND NOTES				18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY			
					19. SPECIAL TRAINING		SKILL OR STAT USED	
	Please indicate why this agent was recruited and why the agent agreed to be recruited.							

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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* In chest rig
 † If firing a burst (5 grenades),
 Lethality is 20%

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL RODAS, Hans		2. PROFESSION (RANK IF APPLICABLE) Marine		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Norfolk, VA		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 41 (APR 12)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	8	40	Weak
	Constitution (CON)	14	70	Fit
	Dexterity (DEX)	10	50	
	Intelligence (INT)	13	65	Canny
	Power (POW)	17	85	Imperturbable
	Charisma (CHA)	10	50	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		11	
	Willpower Points (WP)		17	
Sanity Points (SAN)		85		
Breaking Point (BP)		68		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		10
		10
		10
		10
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	40	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	50	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)	20	<input type="checkbox"/> Heavy Machinery (10%)	50	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):	20	<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)	40	<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	30
	<input type="checkbox"/> Athletics (30%)	50	<input type="checkbox"/> Medicine (0%)	20	<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	30	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	50
	<input type="checkbox"/> Computer Science (0%)	40	<input type="checkbox"/> Military Science (0%) Land	40	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):	20	<input type="checkbox"/> Navigate (10%)	40	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	30	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)	20	<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):	20	<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	60			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	40	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=-1

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

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Tactical body armor - Armour Rating 5				GPS			
	Kevlar helmet - Armour Rating +1							
	Dog tags							
	Night vision goggles							
	* Spare ammunition							
	Tactical light							
	Night vision goggles							
	Military-band radio with earpiece and throat microphone							
	Multitool							
Compass								
Field dressing								
Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.								
16.	WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a)	Unarmed	50%		1D4-2				
(b)	Submachine Gun	40%	50m	1D10 †	5	10%		20
(c)	Combat Knife	30%		1D6-1	3			
(d)	Hand Grenade	50%	20m			15%	10m	2
(e)								
(f)								
(g)								

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY	
		19. SPECIAL TRAINING	SKILL OR STAT USED
	Please indicate why this agent was recruited and why the agent agreed to be recruited.		

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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* In chest rig
 † Use Lethality rating if firing bursts

THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL ZAMORA, Abbie		2. PROFESSION (RANK IF APPLICABLE) Marine		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Fruitland Park, FL		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 48 (JUL 24)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	14	70	Tough
	Constitution (CON)	8	40	Unwell
	Dexterity (DEX)	10	50	
	Intelligence (INT)	10	50	
	Power (POW)	13	65	Stoic
	Charisma (CHA)	17	85	Captivating
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		11	
	Willpower Points (WP)		13	
Sanity Points (SAN)		65		
Breaking Point (BP)		52		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		17
		17
		17
		17
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	40	<input type="checkbox"/> Ride (10%)	30
	<input type="checkbox"/> Alertness (20%)	50	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	70	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	30
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	20
	<input type="checkbox"/> Artillery (0%)	40	<input type="checkbox"/> Law (0%)	20	<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	50	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	30	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	50
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%) Land	60	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	40	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	30	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)	60	<input type="checkbox"/> Persuade (20%)	30	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	40			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	40	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=1

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

THIS IS A WORK OF FICTION

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Tactical body armor - Armour Rating 5				GPS			
	Kevlar helmet - Armour Rating +1							
	Dog tags							
	Night vision goggles							
	* Spare ammunition							
	Tactical light							
	Night vision goggles							
	Military-band radio with earpiece and throat microphone							
	Multitool							
Compass								
Field dressing								
Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.								
16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO	
(a) Unarmed	50%		1D4					
(b) Submachine Gun	40%	50m	1D10 †	5	10%		20	
(c) Combat Knife	30%		1D6+1	3				
(d) Hand Grenade	50%	20m			15%	10m	2	
(e)								
(f)								
(g)								

REMARKS	17. PERSONAL DETAILS AND NOTES		18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY	
			19. SPECIAL TRAINING	SKILL OR STAT USED
	Please indicate why this agent was recruited and why the agent agreed to be recruited.			

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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* In chest rig
† Use Lethality rating if firing bursts

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL GASSER, Parker		2. PROFESSION (RANK IF APPLICABLE) Marine		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Ribera, NM		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 44 (NOV 8)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	12	60	
	Constitution (CON)	11	55	
	Dexterity (DEX)	15	75	Deft
	Intelligence (INT)	14	70	Cunning
	Power (POW)	10	50	
	Charisma (CHA)	10	50	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		12	
	Willpower Points (WP)		10	
Sanity Points (SAN)		50		
Breaking Point (BP)		40		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS		SCORE	
			10	
			10	
			10	
			10	
	12. MOTIVATIONS AND MENTAL DISORDERS			
	13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE			
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted				

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	40	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	50	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)	40	<input type="checkbox"/> SIGINT (0%)	40
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	30	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	30
	<input type="checkbox"/> Athletics (30%)	50	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	30	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	70
	<input type="checkbox"/> Computer Science (0%)	60	<input type="checkbox"/> Military Science (0%) Land	40	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	40	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	30	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	50	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)	20	<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):	20	<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	40			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	40	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=0

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

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Tactical body armor - Armour Rating 5				GPS			
	Kevlar helmet - Armour Rating +1							
	Dog tags							
	Night vision goggles							
	* Spare ammunition							
	Tactical light							
	Night vision goggles							
	Military-band radio with earpiece and throat microphone							
	Multitool							
Compass								
Field dressing								
Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.								
16.	WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a)	Unarmed	70%		1D4-1				
(b)	Medium Pistol	40%	15m	1D10				15
(c)	Grenade...	40%	300m		3	15% †	Per burst	100
(d)	Combat Knife	30%		1D6	3			
(e)	Hand Grenade	50%	20m			15%	10m	2
(f)								
(g)								

REMARKS	17. PERSONAL DETAILS AND NOTES				18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY			
					19. SPECIAL TRAINING		SKILL OR STAT USED	
	Please indicate why this agent was recruited and why the agent agreed to be recruited.							

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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* In chest rig
 † If firing a burst (5 grenades),
 Lethality is 20%

THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL CALLAWAY, Arielle		2. PROFESSION (RANK IF APPLICABLE) Marine		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Dubre, KY		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 33 (OCT 28)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	14	70	Tough
	Constitution (CON)	10	50	
	Dexterity (DEX)	10	50	
	Intelligence (INT)	15	75	Sharp
	Power (POW)	11	55	
	Charisma (CHA)	12	60	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		12	
	Willpower Points (WP)		11	
Sanity Points (SAN)		55		
Breaking Point (BP)		44		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		12
		12
		12
		12
	12. MOTIVATIONS AND MENTAL DISORDERS	
	13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE	
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	30	<input type="checkbox"/> First Aid (10%)	40	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	50	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	20
	<input type="checkbox"/> Anthropology (0%)	20	<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	60
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):	20	<input type="checkbox"/> History (10%)	30	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)	20	<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	30
	<input type="checkbox"/> Athletics (30%)	50	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	60
	<input type="checkbox"/> Bureaucracy (10%)	30	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	50
	<input type="checkbox"/> Computer Science (0%)	40	<input type="checkbox"/> Military Science (0%) Land	40	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	40	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	30	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	50	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	40			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	40	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=1

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

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Tactical body armor - Armour Rating 5				GPS			
	Kevlar helmet - Armour Rating +1							
	Dog tags							
	Night vision goggles							
	* Spare ammunition							
	Tactical light							
	Night vision goggles							
	Military-band radio with earpiece and throat microphone							
	Multitool							
Compass								
Field dressing								
Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.								
16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO	
(a) Unarmed	50%		1D4					
(b) Heavy Rifle	40%	150m	1D12+2 †	5	10%		20	
(c) Combat Knife	30%		1D6+1	3				
(d) Hand Grenade	50%	20m			15%	10m	2	
(e)								
(f)								
(g)								

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY	
		19. SPECIAL TRAINING	SKILL OR STAT USED
	Please indicate why this agent was recruited and why the agent agreed to be recruited.		

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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* In chest rig
† Use Lethality rating if firing bursts

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DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL TEIXEIRA, Travis		2. PROFESSION (RANK IF APPLICABLE) Marine		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Manzanola, CO		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 41 (DEC 23)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES	PSYCHOLOGICAL DATA	11. BONDS	SCORE	
	Strength (STR)	15	75	Sturdy			12	
	Constitution (CON)	14	70	Robust			12	
	Dexterity (DEX)	10	50				12	
	Intelligence (INT)	11	55				12	
	Power (POW)	10	50					
	Charisma (CHA)	12	60					
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT		12. MOTIVATIONS AND MENTAL DISORDERS		
	Hit Points (HP)		14					
	Willpower Points (WP)		10					
Sanity Points (SAN)		50						
Breaking Point (BP)		40						
10. PHYSICAL DESCRIPTION				13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE				
				Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted				

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	60	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	50	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)	20	<input type="checkbox"/> Heavy Machinery (10%)	50	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	40
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	30	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)	40	<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	70	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	30	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	70
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%) Land	40	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):	20	<input type="checkbox"/> Navigate (10%)	60	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	30	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	30	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	40			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	40	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

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

DB=1

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Tactical body armor - Armour Rating 5				GPS			
	Kevlar helmet - Armour Rating +1							
	Dog tags							
	Night vision goggles							
	* Spare ammunition							
	Tactical light							
	Night vision goggles							
	Military-band radio with earpiece and throat microphone							
	Multitool							
Compass								
Field dressing								
Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.								
16. WEAPONS								
	WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	70%		1D4				
	(b) Medium Pistol	40%	15m	1D10				15
	(c) Grenade...	0%	300m		3	15% †	Per burst	100
	(d) Combat Knife	30%		1D6+1	3			
	(e) Hand Grenade	70%	20m			15%	10m	2
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES		18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY	
			19. SPECIAL TRAINING	SKILL OR STAT USED
	Please indicate why this agent was recruited and why the agent agreed to be recruited.			

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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* In chest rig
† If firing a burst (5 grenades),
Lethality is 20%

THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL STAMPS, Alexis			2. PROFESSION (RANK IF APPLICABLE) Marine		
	3. EMPLOYER			4. NATIONALITY (U.S.A.) Calais, ME		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____		6. AGE AND D.O.B. 35 (AUG 1)		7. EDUCATION AND OCCUPATIONAL HISTORY	

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	10	50	
	Constitution (CON)	10	50	
	Dexterity (DEX)	12	60	
	Intelligence (INT)	14	70	Perceptive
	Power (POW)	11	55	
	Charisma (CHA)	15	75	Charming
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		10	
	Willpower Points (WP)		11	
Sanity Points (SAN)		55		
Breaking Point (BP)		44		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		15
		15
		15
		15
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	40	<input type="checkbox"/> Ride (10%)	30
	<input type="checkbox"/> Alertness (20%)	50	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	20
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)	20	<input type="checkbox"/> Survival (10%)	30
	<input type="checkbox"/> Athletics (30%)	70	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	60
	<input type="checkbox"/> Bureaucracy (10%)	30	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	50
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%) Land	40	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	60	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	40
	<input type="checkbox"/> Demolitions (0%)	40	<input type="checkbox"/> Persuade (20%)	50	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):	20	<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	40			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	40	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=0

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

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Tactical body armor - Armour Rating 5				GPS			
	Kevlar helmet - Armour Rating +1							
	Dog tags							
	Night vision goggles							
	* Spare ammunition							
	Tactical light							
	Night vision goggles							
	Military-band radio with earpiece and throat microphone							
	Multitool							
Compass								
Field dressing								
Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.								
16.	WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a)	Unarmed	50%		1D4-1				
(b)	Heavy Rifle	40%	150m	1D12+2 †	5	10%		20
(c)	Combat Knife	30%		1D6	3			
(d)	Hand Grenade	70%	20m			15%	10m	2
(e)								
(f)								
(g)								

REMARKS	17. PERSONAL DETAILS AND NOTES		18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY	
			19. SPECIAL TRAINING	SKILL OR STAT USED
	Please indicate why this agent was recruited and why the agent agreed to be recruited.			

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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* In chest rig
† Use Lethality rating if firing bursts

THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL ZELLNER, Ernie		2. PROFESSION (RANK IF APPLICABLE) Marine		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Otis, CO		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 43 (DEC 2)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	13	65	Tough
	Constitution (CON)	11	55	
	Dexterity (DEX)	11	55	
	Intelligence (INT)	12	60	
	Power (POW)	12	60	
	Charisma (CHA)	13	65	Prepossessing
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		12	
	Willpower Points (WP)		12	
Sanity Points (SAN)		60		
Breaking Point (BP)		48		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		13
		13
		13
		13
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	60	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	50	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	50	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)	20	<input type="checkbox"/> Heavy Weapons (0%)	40	<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	30	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)	40	<input type="checkbox"/> Law (0%)	20	<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	50	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	50	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	70
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%) Land	40	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	40	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	30	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):	20	<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	40			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	60	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=1

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

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Tactical body armor - Armour Rating 5				GPS			
	Kevlar helmet - Armour Rating +1							
	Dog tags							
	Night vision goggles							
	* Spare ammunition							
	Tactical light							
	Night vision goggles							
	Military-band radio with earpiece and throat microphone							
	Multitool							
Compass								
Field dressing								
Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.								
16.	WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a)	Unarmed	70%		1D4				
(b)	Medium Pistol	60%	15m	1D10				15
(c)	GP Machine Gun	40%	300m		3	15%	Per burst	100
(d)	Combat Knife	30%		1D6+1	3			
(e)	Hand Grenade	50%	20m			15%	10m	2
(f)								
(g)								

REMARKS	17. PERSONAL DETAILS AND NOTES		18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY	
			19. SPECIAL TRAINING	SKILL OR STAT USED
	Please indicate why this agent was recruited and why the agent agreed to be recruited.			

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL EIDSON, Magen		2. PROFESSION (RANK IF APPLICABLE) Marine		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Bean Station, TN		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 53 (SEP 10)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	10	50	
	Constitution (CON)	15	75	Perfect health
	Dexterity (DEX)	14	70	Quick footed
	Intelligence (INT)	12	60	
	Power (POW)	11	55	
	Charisma (CHA)	10	50	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		12	
	Willpower Points (WP)		11	
Sanity Points (SAN)		55		
Breaking Point (BP)		44		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		10
		10
		10
		10
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	40	<input type="checkbox"/> Ride (10%)	30
	<input type="checkbox"/> Alertness (20%)	50	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	20
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	40
	<input type="checkbox"/> Art (0%):	20	<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)	60	<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	30
	<input type="checkbox"/> Athletics (30%)	70	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	40
	<input type="checkbox"/> Bureaucracy (10%)	30	<input type="checkbox"/> Melee Weapons (30%)	50	<input type="checkbox"/> Unarmed Combat (40%)	50
	<input type="checkbox"/> Computer Science (0%)	40	<input type="checkbox"/> Military Science (0%) Land	40	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	40	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	30	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	40			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	40	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=0

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

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INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Tactical body armor - Armour Rating 5				GPS			
	Kevlar helmet - Armour Rating +1							
	Dog tags							
	Night vision goggles							
	* Spare ammunition							
	Tactical light							
	Night vision goggles							
	Military-band radio with earpiece and throat microphone							
	Multitool							
Compass								
Field dressing								
Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.								
16.	WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a)	Unarmed	50%		1D4-1				
(b)	Submachine Gun	40%	50m	1D10 †	5	10%		20
(c)	Combat Knife	50%		1D6	3			
(d)	Hand Grenade	70%	20m			15%	10m	2
(e)								
(f)								
(g)								

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY	
		19. SPECIAL TRAINING	SKILL OR STAT USED
	Please indicate why this agent was recruited and why the agent agreed to be recruited.		

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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* In chest rig
† Use Lethality rating if firing bursts

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL GIANCOLA, Bernardo		2. PROFESSION (RANK IF APPLICABLE) Marine		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Country Club Hil, IL		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 40 (NOV 8)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	11	55	
	Constitution (CON)	14	70	Fit
	Dexterity (DEX)	15	75	Quick footed
	Intelligence (INT)	12	60	
	Power (POW)	10	50	
	Charisma (CHA)	10	50	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		12	
	Willpower Points (WP)		10	
Sanity Points (SAN)		50		
Breaking Point (BP)		40		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		10
		10
		10
		10
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	40	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	50	<input type="checkbox"/> Forensics (0%)	20	<input type="checkbox"/> Science (0%):	20
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	40
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	40
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	70	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	80
	<input type="checkbox"/> Bureaucracy (10%)	30	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	50
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%) Land	60	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	40	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)	40	<input type="checkbox"/> Persuade (20%)	30	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	30	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	50	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	40			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	40	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=0

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

THIS IS A WORK OF FICTION

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Tactical body armor - Armour Rating 5				GPS			
	Kevlar helmet - Armour Rating +1							
	Dog tags							
	Night vision goggles							
	* Spare ammunition							
	Tactical light							
	Night vision goggles							
	Military-band radio with earpiece and throat microphone							
	Multitool							
Compass								
Field dressing								
Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.								
16.	WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a)	Unarmed	50%		1D4-1				
(b)	Submachine Gun	40%	50m	1D10 †	5	10%		20
(c)	Combat Knife	30%		1D6	3			
(d)	Hand Grenade	70%	20m			15%	10m	2
(e)								
(f)								
(g)								

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY	
		19. SPECIAL TRAINING	SKILL OR STAT USED
	Please indicate why this agent was recruited and why the agent agreed to be recruited.		

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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* In chest rig
† Use Lethality rating if firing bursts

THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL MICHEALS, Lindsay			2. PROFESSION (RANK IF APPLICABLE) Marine		
	3. EMPLOYER			4. NATIONALITY (U.S.A.) Aldrich, MN		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____		6. AGE AND D.O.B. 55 (MAY 19)		7. EDUCATION AND OCCUPATIONAL HISTORY	

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	12	60	
	Constitution (CON)	11	55	
	Dexterity (DEX)	12	60	
	Intelligence (INT)	11	55	
	Power (POW)	13	65	Unflinching
	Charisma (CHA)	13	65	Likable
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		12	
	Willpower Points (WP)		13	
Sanity Points (SAN)		65		
Breaking Point (BP)		52		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS		SCORE
			13
			13
			13
			13
	12. MOTIVATIONS AND MENTAL DISORDERS		
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE			
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted			

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	40	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	50	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)	20	<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	60
	<input type="checkbox"/> Archeology (0%)	20	<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	50	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	60
	<input type="checkbox"/> Bureaucracy (10%)	50	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	50
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%) Land	60	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	40	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	60
	<input type="checkbox"/> Demolitions (0%)	20	<input type="checkbox"/> Persuade (20%)	30	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)	20	<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	40			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	40	<input type="checkbox"/> Psychotherapy (10%)	30	<input type="checkbox"/>	

DB=0

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

THIS IS A WORK OF FICTION

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Tactical body armor - Armour Rating 5				GPS			
	Kevlar helmet - Armour Rating +1							
	Dog tags							
	Night vision goggles							
	* Spare ammunition							
	Tactical light							
	Night vision goggles							
	Military-band radio with earpiece and throat microphone							
	Multitool							
Compass								
Field dressing								
Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.								
16.	WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a)	Unarmed	50%		1D4-1				
(b)	Medium Pistol	40%	15m	1D10				15
(c)	Grenade...	0%	150m			15%	10m	1
(d)	Combat Knife	30%		1D6	3			
(e)	Hand Grenade	50%	20m			15%	10m	2
(f)								
(g)								

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY	
		19. SPECIAL TRAINING	SKILL OR STAT USED
	Please indicate why this agent was recruited and why the agent agreed to be recruited.		

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL WILLIAM, Antoine			2. PROFESSION (RANK IF APPLICABLE) Marine		
	3. EMPLOYER			4. NATIONALITY (U.S.A.) Stirum, ND		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____		6. AGE AND D.O.B. 53 (JUL 14)		7. EDUCATION AND OCCUPATIONAL HISTORY	

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	10	50	
	Constitution (CON)	8	40	Frail
	Dexterity (DEX)	14	70	Agile
	Intelligence (INT)	17	85	Genius
	Power (POW)	13	65	Stoic
	Charisma (CHA)	10	50	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		9	
	Willpower Points (WP)		13	
Sanity Points (SAN)		65		
Breaking Point (BP)		52		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		10
		10
		10
		10
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	60	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	50	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)	20	<input type="checkbox"/> Heavy Machinery (10%)	30	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)	20	<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	60
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)	40	<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	50	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	40
	<input type="checkbox"/> Bureaucracy (10%)	30	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	50
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%) Land	60	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	40	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)	40	<input type="checkbox"/> Persuade (20%)	30	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):	20	<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	40			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	40	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=0

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

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Tactical body armor - Armour Rating 5				GPS			
	Kevlar helmet - Armour Rating +1							
	Dog tags							
	Night vision goggles							
	* Spare ammunition							
	Tactical light							
	Night vision goggles							
	Military-band radio with earpiece and throat microphone							
	Multitool							
Compass								
Field dressing								
Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.								
16.	WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a)	Unarmed	50%		1D4-1				
(b)	Submachine Gun	40%	50m	1D10 †	5	10%		20
(c)	Combat Knife	30%		1D6	3			
(d)	Hand Grenade	50%	20m			15%	10m	2
(e)								
(f)								
(g)								

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY	
		19. SPECIAL TRAINING	SKILL OR STAT USED
	Please indicate why this agent was recruited and why the agent agreed to be recruited.		

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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* In chest rig
† Use Lethality rating if firing bursts

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL SHEPARDSON, Shawna		2. PROFESSION (RANK IF APPLICABLE) Marine		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Winchester, ID		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 32 (NOV 17)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	11	55	
	Constitution (CON)	12	60	
	Dexterity (DEX)	13	65	Deft
	Intelligence (INT)	13	65	Crafty
	Power (POW)	12	60	
	Charisma (CHA)	11	55	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		12	
	Willpower Points (WP)		12	
Sanity Points (SAN)		60		
Breaking Point (BP)		48		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		11
		11
		11
		11
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	60	<input type="checkbox"/> Ride (10%)	30
	<input type="checkbox"/> Alertness (20%)	50	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	20
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	50	<input type="checkbox"/> Search (20%)	60
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)	40	<input type="checkbox"/> SIGINT (0%)	20
	<input type="checkbox"/> Art (0%):	20	<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	30	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	50	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	30	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	50
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%) Land	40	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	40	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	30	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):	20	<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	60			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	40	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=0

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

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Tactical body armor - Armour Rating 5				GPS			
	Kevlar helmet - Armour Rating +1							
	Dog tags							
	Night vision goggles							
	* Spare ammunition							
	Tactical light							
	Night vision goggles							
	Military-band radio with earpiece and throat microphone							
	Multitool							
Compass								
Field dressing								
Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.								
16.	WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a)	Unarmed	50%		1D4-1				
(b)	Medium Pistol	40%	15m	1D10				15
(c)	Grenade...	40%	300m		3	15% †	Per burst	100
(d)	Combat Knife	30%		1D6	3			
(e)	Hand Grenade	50%	20m			15%	10m	2
(f)								
(g)								

REMARKS	17. PERSONAL DETAILS AND NOTES		18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY	
			19. SPECIAL TRAINING	SKILL OR STAT USED
	Please indicate why this agent was recruited and why the agent agreed to be recruited.			

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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* In chest rig
† If firing a burst (5 grenades),
Lethality is 20%

THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL GRENZ, Torrey		2. PROFESSION (RANK IF APPLICABLE) Marine		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Corder, MO		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 49 (AUG 6)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	14	70	Sturdy
	Constitution (CON)	15	75	Resistant
	Dexterity (DEX)	11	55	
	Intelligence (INT)	17	85	Genius
	Power (POW)	15	75	Strong-willed
	Charisma (CHA)	15	75	Outgoing
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		14	
	Willpower Points (WP)		15	
Sanity Points (SAN)		75		
Breaking Point (BP)		60		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		15
		15
		15
		15
	12. MOTIVATIONS AND MENTAL DISORDERS	
	13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE	
	Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted	

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	30	<input type="checkbox"/> First Aid (10%)	40	<input type="checkbox"/> Ride (10%)	30
	<input type="checkbox"/> Alertness (20%)	50	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	50	<input type="checkbox"/> Search (20%)	60
	<input type="checkbox"/> Archeology (0%)	20	<input type="checkbox"/> Heavy Weapons (0%)	40	<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	30	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)	20	<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	50	<input type="checkbox"/> Medicine (0%)	20	<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	30	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	70
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%) Land	60	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	40	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	30	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	40			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	40	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=1

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

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Tactical body armor - Armour Rating 5				GPS			
	Kevlar helmet - Armour Rating +1							
	Dog tags							
	Night vision goggles							
	* Spare ammunition							
	Tactical light							
	Night vision goggles							
	Military-band radio with earpiece and throat microphone							
	Multitool							
Compass								
Field dressing								
Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.								
16.	WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a)	Unarmed	70%		1D4				
(b)	Heavy Rifle	40%	150m	1D12+2 †	5	10%		20
(c)	Combat Knife	30%		1D6+1	3			
(d)	Hand Grenade	50%	20m			15%	10m	2
(e)								
(f)								
(g)								

REMARKS	17. PERSONAL DETAILS AND NOTES		18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY	
			19. SPECIAL TRAINING	SKILL OR STAT USED
	Please indicate why this agent was recruited and why the agent agreed to be recruited.			

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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* In chest rig
† Use Lethality rating if firing bursts

THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL MATTERA, Talia		2. PROFESSION (RANK IF APPLICABLE) Marine		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Grandview, TN		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 32 (AUG 21)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	12	60	
	Constitution (CON)	15	75	Resilient
	Dexterity (DEX)	11	55	
	Intelligence (INT)	14	70	Astute
	Power (POW)	10	50	
	Charisma (CHA)	10	50	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		14	
	Willpower Points (WP)		10	
Sanity Points (SAN)		50		
Breaking Point (BP)		40		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		10
		10
		10
		10
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	60	<input type="checkbox"/> Ride (10%)	30
	<input type="checkbox"/> Alertness (20%)	70	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	50	<input type="checkbox"/> Search (20%)	40
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)	40	<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	30
	<input type="checkbox"/> Athletics (30%)	50	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	60
	<input type="checkbox"/> Bureaucracy (10%)	30	<input type="checkbox"/> Melee Weapons (30%)	50	<input type="checkbox"/> Unarmed Combat (40%)	50
	<input type="checkbox"/> Computer Science (0%)	20	<input type="checkbox"/> Military Science (0%) Land	40	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	60	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	30	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	40			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	40	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=0

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

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Tactical body armor - Armour Rating 5				GPS			
	Kevlar helmet - Armour Rating +1							
	Dog tags							
	Night vision goggles							
	* Spare ammunition							
	Tactical light							
	Night vision goggles							
	Military-band radio with earpiece and throat microphone							
	Multitool							
Compass								
Field dressing								
Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.								
16. WEAPONS								
	WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	50%		1D4-1				
	(b) Submachine Gun	40%	50m	1D10 †	5	10%		20
	(c) Combat Knife	50%		1D6	3			
	(d) Hand Grenade	50%	20m			15%	10m	2
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES		18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY	
			19. SPECIAL TRAINING	SKILL OR STAT USED
	Please indicate why this agent was recruited and why the agent agreed to be recruited.			

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL NEIL, Rufus		2. PROFESSION (RANK IF APPLICABLE) Marine		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Plymouth, NE		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 38 (JUN 27)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	12	60	
	Constitution (CON)	12	60	
	Dexterity (DEX)	11	55	
	Intelligence (INT)	11	55	
	Power (POW)	13	65	Strong-willed
	Charisma (CHA)	13	65	Outgoing
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		12	
	Willpower Points (WP)		13	
Sanity Points (SAN)		65		
Breaking Point (BP)		52		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		13
		13
		13
		13
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	40	<input type="checkbox"/> Ride (10%)	30
	<input type="checkbox"/> Alertness (20%)	50	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	50	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)	20	<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	50	<input type="checkbox"/> Medicine (0%)	20	<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	30	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	50
	<input type="checkbox"/> Computer Science (0%)	60	<input type="checkbox"/> Military Science (0%) Land	60	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	40	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	30	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)	60	<input type="checkbox"/> Persuade (20%)	30	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	40			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	60	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=0

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

THIS IS A WORK OF FICTION

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Tactical body armor - Armour Rating 5				GPS			
	Kevlar helmet - Armour Rating +1							
	Dog tags							
	Night vision goggles							
	* Spare ammunition							
	Tactical light							
	Night vision goggles							
	Military-band radio with earpiece and throat microphone							
	Multitool							
Compass								
Field dressing								
Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.								
16. WEAPONS								
	WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	50%		1D4-1				
	(b) Heavy Rifle	60%	150m	1D12+2 †	5	10%		20
	(c) Combat Knife	30%		1D6	3			
	(d) Hand Grenade	50%	20m			15%	10m	2
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES		18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY	
			19. SPECIAL TRAINING	SKILL OR STAT USED
	Please indicate why this agent was recruited and why the agent agreed to be recruited.			

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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* In chest rig
† Use Lethality rating if firing bursts

THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL OROSCO, Emilee			2. PROFESSION (RANK IF APPLICABLE) Marine		
	3. EMPLOYER			4. NATIONALITY (U.S.A.) Troy, MI		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____		6. AGE AND D.O.B. 35 (AUG 12)		7. EDUCATION AND OCCUPATIONAL HISTORY	

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	12	60	
	Constitution (CON)	11	55	
	Dexterity (DEX)	12	60	
	Intelligence (INT)	13	65	Canny
	Power (POW)	13	65	Stoic
	Charisma (CHA)	11	55	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		12	
	Willpower Points (WP)		13	
Sanity Points (SAN)		65		
Breaking Point (BP)		52		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS		SCORE
			11
			11
			11
			11
	12. MOTIVATIONS AND MENTAL DISORDERS		
	13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted			

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	40	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	70	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)	60	<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	30
	<input type="checkbox"/> Athletics (30%)	70	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	80
	<input type="checkbox"/> Bureaucracy (10%)	30	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	50
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%) Land	40	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	40	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	40
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	30	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):	20	<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	60			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	40	<input type="checkbox"/> Psychotherapy (10%)	30	<input type="checkbox"/>	

DB=0

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

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Tactical body armor - Armour Rating 5				GPS			
	Kevlar helmet - Armour Rating +1							
	Dog tags							
	Night vision goggles							
	* Spare ammunition							
	Tactical light							
	Night vision goggles							
	Military-band radio with earpiece and throat microphone							
	Multitool							
Compass								
Field dressing								
Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.								
16. WEAPONS								
	WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	50%		1D4-1				
	(b) Submachine Gun	40%	50m	1D10 †	5	10%		20
	(c) Combat Knife	30%		1D6	3			
	(d) Hand Grenade	70%	20m			15%	10m	2
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES		18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY	
			19. SPECIAL TRAINING	SKILL OR STAT USED
	Please indicate why this agent was recruited and why the agent agreed to be recruited.			

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL BETHEA, Reginald		2. PROFESSION (RANK IF APPLICABLE) Marine		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Decatur, NE		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 31 (SEP 27)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	11	55	
	Constitution (CON)	13	65	Fit
	Dexterity (DEX)	11	55	
	Intelligence (INT)	12	60	
	Power (POW)	13	65	Forbearing
	Charisma (CHA)	12	60	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		12	
	Willpower Points (WP)		13	
Sanity Points (SAN)		65		
Breaking Point (BP)		52		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		12
		12
		12
		12
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	40	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	50	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	20
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	30	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)	20	<input type="checkbox"/> Heavy Weapons (0%)	20	<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)	60	<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	70	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	30	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	50
	<input type="checkbox"/> Computer Science (0%)	40	<input type="checkbox"/> Military Science (0%) Land	60	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	40	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)	40	<input type="checkbox"/> Persuade (20%)	30	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	50	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	40			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	40	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=0

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

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Tactical body armor - Armour Rating 5				GPS			
	Kevlar helmet - Armour Rating +1							
	Dog tags							
	Night vision goggles							
	* Spare ammunition							
	Tactical light							
	Night vision goggles							
	Military-band radio with earpiece and throat microphone							
	Multitool							
Compass								
Field dressing								
Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.								
16. WEAPONS								
	WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	50%		1D4-1				
	(b) Heavy Rifle	40%	150m	1D12+2 †	5	10%		20
	(c) Combat Knife	30%		1D6	3			
	(d) Hand Grenade	70%	20m			15%	10m	2
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES		18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY	
			19. SPECIAL TRAINING	SKILL OR STAT USED

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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* In chest rig
† Use Lethality rating if firing bursts

THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL RHOADS, Brandie			2. PROFESSION (RANK IF APPLICABLE) Marine		
	3. EMPLOYER			4. NATIONALITY (U.S.A.) Federalsburg, MD		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____		6. AGE AND D.O.B. 29 (SEP 15)		7. EDUCATION AND OCCUPATIONAL HISTORY	

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	12	60	
	Constitution (CON)	11	55	
	Dexterity (DEX)	13	65	Deft
	Intelligence (INT)	13	65	Ingenious
	Power (POW)	12	60	
	Charisma (CHA)	11	55	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		12	
	Willpower Points (WP)		12	
Sanity Points (SAN)		60		
Breaking Point (BP)		48		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		11
		11
		11
		11
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	40	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	50	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)	20	<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	40
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)	20	<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	70	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	60
	<input type="checkbox"/> Bureaucracy (10%)	50	<input type="checkbox"/> Melee Weapons (30%)	50	<input type="checkbox"/> Unarmed Combat (40%)	50
	<input type="checkbox"/> Computer Science (0%)	20	<input type="checkbox"/> Military Science (0%) Land	40	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	40	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	40
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	30	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	30	<input type="checkbox"/> Pharmacy (0%)	20	<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	40			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	40	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=0

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

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Tactical body armor - Armour Rating 5				GPS			
	Kevlar helmet - Armour Rating +1							
	Dog tags							
	Night vision goggles							
	* Spare ammunition							
	Tactical light							
	Night vision goggles							
	Military-band radio with earpiece and throat microphone							
	Multitool							
Compass								
Field dressing								
Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.								
16.	WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a)	Unarmed	50%		1D4-1				
(b)	Heavy Rifle	40%	150m	1D12+2 †	5	10%		20
(c)	Combat Knife	50%		1D6	3			
(d)	Hand Grenade	70%	20m			15%	10m	2
(e)								
(f)								
(g)								

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY	
		19. SPECIAL TRAINING	SKILL OR STAT USED
	Please indicate why this agent was recruited and why the agent agreed to be recruited.		

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL CANTERBURY, Sterling		2. PROFESSION (RANK IF APPLICABLE) Marine		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) South Rockwood, MI		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 33 (NOV 2)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	14	70	Tough
	Constitution (CON)	11	55	
	Dexterity (DEX)	10	50	
	Intelligence (INT)	10	50	
	Power (POW)	12	60	
	Charisma (CHA)	15	75	Charming
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		12	
	Willpower Points (WP)		12	
Sanity Points (SAN)		60		
Breaking Point (BP)		48		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		15
		15
		15
		15
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	30	<input type="checkbox"/> First Aid (10%)	60	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	50	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	40
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):	20	<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	30
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	50	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	30	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	70
	<input type="checkbox"/> Computer Science (0%)	40	<input type="checkbox"/> Military Science (0%) Land	60	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	40	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	40
	<input type="checkbox"/> Demolitions (0%)	60	<input type="checkbox"/> Persuade (20%)	30	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	40			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	40	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=1

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

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Tactical body armor - Armour Rating 5				GPS			
	Kevlar helmet - Armour Rating +1							
	Dog tags							
	Night vision goggles							
	* Spare ammunition							
	Tactical light							
	Night vision goggles							
	Military-band radio with earpiece and throat microphone							
	Multitool							
Compass								
Field dressing								
Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.								
16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO	
(a) Unarmed	70%		1D4					
(b) Medium Pistol	40%	15m	1D10				15	
(c) Flamethrower	0%	5m			10%	1m	20	
(d) Combat Knife	30%		1D6+1	3				
(e) Hand Grenade	50%	20m			15%	10m	2	
(f)								
(g)								

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY	
		19. SPECIAL TRAINING	SKILL OR STAT USED
	Please indicate why this agent was recruited and why the agent agreed to be recruited.		

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL MENGES, Lucinda		2. PROFESSION (RANK IF APPLICABLE) Marine		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Mantador, ND		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 31 (DEC 15)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	10	50	
	Constitution (CON)	11	55	
	Dexterity (DEX)	10	50	
	Intelligence (INT)	15	75	Quick witted
	Power (POW)	14	70	Stoic
	Charisma (CHA)	12	60	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		10	
	Willpower Points (WP)		14	
Sanity Points (SAN)		70		
Breaking Point (BP)		56		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		12
		12
		12
		12
	12. MOTIVATIONS AND MENTAL DISORDERS	
	13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE	
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	40	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	50	<input type="checkbox"/> Forensics (0%)	20	<input type="checkbox"/> Science (0%):	20
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	20
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)	40	<input type="checkbox"/> Law (0%)	20	<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	50	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	60
	<input type="checkbox"/> Bureaucracy (10%)	30	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	70
	<input type="checkbox"/> Computer Science (0%)	40	<input type="checkbox"/> Military Science (0%) Land	40	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	40	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	30	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	50	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	50	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	40			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	40	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=0

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

THIS IS A WORK OF FICTION

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Tactical body armor - Armour Rating 5				GPS			
	Kevlar helmet - Armour Rating +1							
	Dog tags							
	Night vision goggles							
	* Spare ammunition							
	Tactical light							
	Night vision goggles							
	Military-band radio with earpiece and throat microphone							
	Multitool							
Compass								
Field dressing								
Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.								
16. WEAPONS								
	WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	70%		1D4-1				
	(b) Heavy Rifle	40%	150m	1D12+2 †	5	10%		20
	(c) Combat Knife	30%		1D6	3			
	(d) Hand Grenade	50%	20m			15%	10m	2
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES		18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY	
			19. SPECIAL TRAINING	SKILL OR STAT USED
	Please indicate why this agent was recruited and why the agent agreed to be recruited.			

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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* In chest rig
 † Use Lethality rating if firing bursts

THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL PICKNEY, Lonnie		2. PROFESSION (RANK IF APPLICABLE) Marine		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Tukwila, WA		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 51 (OCT 25)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	14	70	Tough
	Constitution (CON)	10	50	
	Dexterity (DEX)	8	40	Uncoordinated
	Intelligence (INT)	13	65	Astute
	Power (POW)	17	85	Imperturbable
	Charisma (CHA)	10	50	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		12	
	Willpower Points (WP)		17	
Sanity Points (SAN)		85		
Breaking Point (BP)		68		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		10
		10
		10
		10
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	40	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	70	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	20
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	20
	<input type="checkbox"/> Artillery (0%)	20	<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	50	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	60
	<input type="checkbox"/> Bureaucracy (10%)	30	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	50
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%) Land	40	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	60	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	30	<input type="checkbox"/> Occult (10%)	30	<input type="checkbox"/>	40
	<input type="checkbox"/> Demolitions (0%)	40	<input type="checkbox"/> Persuade (20%)	30	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	50	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	40			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	40	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=1

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

THIS IS A WORK OF FICTION

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Tactical body armor - Armour Rating 5				GPS			
	Kevlar helmet - Armour Rating +1							
	Dog tags							
	Night vision goggles							
	* Spare ammunition							
	Tactical light							
	Night vision goggles							
	Military-band radio with earpiece and throat microphone							
	Multitool							
Compass								
Field dressing								
Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.								
16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO	
(a) Unarmed	50%		1D4					
(b) Heavy Rifle	40%	150m	1D12+2 †	5	10%		20	
(c) Combat Knife	30%		1D6+1	3				
(d) Hand Grenade	50%	20m			15%	10m	2	
(e)								
(f)								
(g)								

REMARKS	17. PERSONAL DETAILS AND NOTES		18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY	
			19. SPECIAL TRAINING	SKILL OR STAT USED
	Please indicate why this agent was recruited and why the agent agreed to be recruited.			

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL SEDDON, Kyle		2. PROFESSION (RANK IF APPLICABLE) Marine		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Cloverdale, IN		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 35 (DEC 2)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	17	85	Strapping
	Constitution (CON)	7	35	Unfit
	Dexterity (DEX)	12	60	
	Intelligence (INT)	15	75	Canny
	Power (POW)	12	60	
	Charisma (CHA)	14	70	Affable
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		12	
	Willpower Points (WP)		12	
Sanity Points (SAN)		60		
Breaking Point (BP)		48		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		14
		14
		14
		14
	12. MOTIVATIONS AND MENTAL DISORDERS	
	13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE	
	Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted	

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	30	<input type="checkbox"/> First Aid (10%)	60	<input type="checkbox"/> Ride (10%)	30
	<input type="checkbox"/> Alertness (20%)	50	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)	20	<input type="checkbox"/> Heavy Machinery (10%)	50	<input type="checkbox"/> Search (20%)	60
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	50	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	60
	<input type="checkbox"/> Bureaucracy (10%)	30	<input type="checkbox"/> Melee Weapons (30%)	50	<input type="checkbox"/> Unarmed Combat (40%)	50
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%) Land	40	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	40	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	30	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	30	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	60			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	60	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=2

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

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Tactical body armor - Armour Rating 5				GPS			
	Kevlar helmet - Armour Rating +1							
	Dog tags							
	Night vision goggles							
	* Spare ammunition							
	Tactical light							
	Night vision goggles							
	Military-band radio with earpiece and throat microphone							
	Multitool							
Compass								
Field dressing								
Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.								
16. WEAPONS								
	WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	50%		1D4+1				
	(b) Heavy Rifle	60%	150m	1D12+2 †	5	10%		20
	(c) Combat Knife	50%		1D6+2	3			
	(d) Hand Grenade	50%	20m			15%	10m	2
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES		18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY	
			19. SPECIAL TRAINING	SKILL OR STAT USED

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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* In chest rig
† Use Lethality rating if firing bursts

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL COCKRELL, Ahmad		2. PROFESSION (RANK IF APPLICABLE) Marine		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Clare, IA		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 28 (MAY 21)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	15	75	Muscular
	Constitution (CON)	14	70	Fit
	Dexterity (DEX)	10	50	
	Intelligence (INT)	11	55	
	Power (POW)	12	60	
	Charisma (CHA)	10	50	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		14	
	Willpower Points (WP)		12	
Sanity Points (SAN)		60		
Breaking Point (BP)		48		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		10
		10
		10
		10
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	60	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	50	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	20
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	50	<input type="checkbox"/> Search (20%)	40
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)	60	<input type="checkbox"/> SIGINT (0%)	20
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)	40	<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	50	<input type="checkbox"/> Medicine (0%)	20	<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	30	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	50
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%) Land	40	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	60	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	30	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	30	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	40			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	40	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=1

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

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Tactical body armor - Armour Rating 5				GPS			
	Kevlar helmet - Armour Rating +1							
	Dog tags							
	Night vision goggles							
	* Spare ammunition							
	Tactical light							
	Night vision goggles							
	Military-band radio with earpiece and throat microphone							
	Multitool							
Compass								
Field dressing								
Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.								
16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO	
(a) Unarmed	50%		1D4					
(b) Submachine Gun	40%	50m	1D10 †	5	10%		20	
(c) Combat Knife	30%		1D6+1	3				
(d) Hand Grenade	50%	20m			15%	10m	2	
(e)								
(f)								
(g)								

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY	
		19. SPECIAL TRAINING	SKILL OR STAT USED
	Please indicate why this agent was recruited and why the agent agreed to be recruited.		

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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* In chest rig
† Use Lethality rating if firing bursts

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL REICHERT, Shaquita		2. PROFESSION (RANK IF APPLICABLE) Marine		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Cincinnati, OH		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 50 (NOV 17)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	13	65	Powerful
	Constitution (CON)	13	65	Resistant
	Dexterity (DEX)	11	55	
	Intelligence (INT)	12	60	
	Power (POW)	12	60	
	Charisma (CHA)	11	55	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		13	
	Willpower Points (WP)		12	
Sanity Points (SAN)		60		
Breaking Point (BP)		48		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		11
		11
		11
		11
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	40	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	50	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	80
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	20
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	30
			<input type="checkbox"/> HUMINT (10%)	30	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)	20	<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	50	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	60
	<input type="checkbox"/> Bureaucracy (10%)	30	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	70
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%) Land	40	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	40	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	40
	<input type="checkbox"/> Demolitions (0%)	20	<input type="checkbox"/> Persuade (20%)	50	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	40			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	40	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=1

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

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Tactical body armor - Armour Rating 5				GPS			
	Kevlar helmet - Armour Rating +1							
	Dog tags							
	Night vision goggles							
	* Spare ammunition							
	Tactical light							
	Night vision goggles							
	Military-band radio with earpiece and throat microphone							
	Multitool							
Compass								
Field dressing								
Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.								
16.	WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a)	Unarmed	70%		1D4				
(b)	Medium Pistol	40%	15m	1D10				15
(c)	RPG launcher	0%	200m		20	30%	10m	20
(d)	Combat Knife	30%		1D6+1	3			
(e)	Hand Grenade	50%	20m			15%	10m	2
(f)								
(g)								

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY	
		19. SPECIAL TRAINING	SKILL OR STAT USED
		Please indicate why this agent was recruited and why the agent agreed to be recruited.	

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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* In chest rig

THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL TOM, Tomas		2. PROFESSION (RANK IF APPLICABLE) Marine		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Penhook, VA		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 30 (APR 21)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	11	55	
	Constitution (CON)	14	70	Resilient
	Dexterity (DEX)	10	50	
	Intelligence (INT)	15	75	Crafty
	Power (POW)	10	50	
	Charisma (CHA)	12	60	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		12	
	Willpower Points (WP)		10	
Sanity Points (SAN)		50		
Breaking Point (BP)		40		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS		SCORE
			12
			12
			12
			12
	12. MOTIVATIONS AND MENTAL DISORDERS		
	13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted			

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	60	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	70	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)	20	<input type="checkbox"/> SIGINT (0%)	40
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)	20	<input type="checkbox"/> Law (0%)	20	<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	50	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	60
	<input type="checkbox"/> Bureaucracy (10%)	30	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	50
	<input type="checkbox"/> Computer Science (0%)	40	<input type="checkbox"/> Military Science (0%) Land	40	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):	20	<input type="checkbox"/> Navigate (10%)	60	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	30	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	40			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	60	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=0

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

THIS IS A WORK OF FICTION

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Tactical body armor - Armour Rating 5				GPS			
	Kevlar helmet - Armour Rating +1							
	Dog tags							
	Night vision goggles							
	* Spare ammunition							
	Tactical light							
	Night vision goggles							
	Military-band radio with earpiece and throat microphone							
	Multitool							
Compass								
Field dressing								
Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.								
16.	WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a)	Unarmed	50%		1D4-1				
(b)	Medium Pistol	60%	15m	1D10				15
(c)	GP Machine Gun	20%	300m		3	15%	Per burst	100
(d)	Combat Knife	30%		1D6	3			
(e)	Hand Grenade	50%	20m			15%	10m	2
(f)								
(g)								

REMARKS	17. PERSONAL DETAILS AND NOTES		18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY	
			19. SPECIAL TRAINING	SKILL OR STAT USED
	Please indicate why this agent was recruited and why the agent agreed to be recruited.			

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL FERDINAND, Cortney		2. PROFESSION (RANK IF APPLICABLE) Marine		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Sargentville, ME		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 52 (JUL 14)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	11	55	
	Constitution (CON)	12	60	
	Dexterity (DEX)	12	60	
	Intelligence (INT)	13	65	Perceptive
	Power (POW)	13	65	Strong-willed
	Charisma (CHA)	11	55	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		12	
	Willpower Points (WP)		13	
Sanity Points (SAN)		65		
Breaking Point (BP)		52		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		11
		11
		11
		11
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	40	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	50	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	60
	<input type="checkbox"/> Archeology (0%)	20	<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):	20	<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	20
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	50	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	30	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	50
	<input type="checkbox"/> Computer Science (0%)	20	<input type="checkbox"/> Military Science (0%) Land	60	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	40	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	60
	<input type="checkbox"/> Demolitions (0%)	40	<input type="checkbox"/> Persuade (20%)	30	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)	20	<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	50	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	40			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	40	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=0

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

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Tactical body armor - Armour Rating 5				GPS			
	Kevlar helmet - Armour Rating +1							
	Dog tags							
	Night vision goggles							
	* Spare ammunition							
	Tactical light							
	Night vision goggles							
	Military-band radio with earpiece and throat microphone							
	Multitool							
Compass								
Field dressing								
Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.								
16.	WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a)	Unarmed	50%		1D4-1				
(b)	Submachine Gun	40%	50m	1D10 †	5	10%		20
(c)	Combat Knife	30%		1D6	3			
(d)	Hand Grenade	50%	20m			15%	10m	2
(e)								
(f)								
(g)								

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY	
		19. SPECIAL TRAINING	SKILL OR STAT USED
	Please indicate why this agent was recruited and why the agent agreed to be recruited.		

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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* In chest rig
† Use Lethality rating if firing bursts

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL MEISSNER, Fernando		2. PROFESSION (RANK IF APPLICABLE) Marine		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Rogerson, ID		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 45 (FEB 26)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES	PSYCHOLOGICAL DATA	11. BONDS	SCORE
	Strength (STR)	17	85	Musclebound			14
	Constitution (CON)	7	35	Unfit			14
	Dexterity (DEX)	13	65	Agile			14
	Intelligence (INT)	13	65	Sharp			14
	Power (POW)	10	50				
	Charisma (CHA)	14	70	Friendly			
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT		12. MOTIVATIONS AND MENTAL DISORDERS	
	Hit Points (HP)		12				
	Willpower Points (WP)		10				
Sanity Points (SAN)		50					
Breaking Point (BP)		40					
10. PHYSICAL DESCRIPTION				13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE			
				Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted			

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	40	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	50	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	70	<input type="checkbox"/> Search (20%)	60
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)	60	<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	30
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)	20	<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	50	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	50	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	50
	<input type="checkbox"/> Computer Science (0%)	20	<input type="checkbox"/> Military Science (0%) Land	40	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	40	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	30	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	50	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	40			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	40	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

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

DB=2

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Tactical body armor - Armour Rating 5				GPS			
	Kevlar helmet - Armour Rating +1							
	Dog tags							
	Night vision goggles							
	* Spare ammunition							
	Tactical light							
	Night vision goggles							
	Military-band radio with earpiece and throat microphone							
	Multitool							
Compass								
Field dressing								
Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.								
16.	WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a)	Unarmed	50%		1D4+1				
(b)	Medium Pistol	40%	15m	1D10				15
(c)	Light Machine.	60%	200m		3	10%	Per burst	200
(d)	Combat Knife	30%		1D6+2	3			
(e)	Hand Grenade	50%	20m			15%	10m	2
(f)								
(g)								

REMARKS	17. PERSONAL DETAILS AND NOTES		18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY	
			19. SPECIAL TRAINING	SKILL OR STAT USED
	Please indicate why this agent was recruited and why the agent agreed to be recruited.			

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL MARSTON, Anastasia		2. PROFESSION (RANK IF APPLICABLE) Marine		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Ionia, KS		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 44 (MAY 8)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	10	50	
	Constitution (CON)	14	70	Perfect health
	Dexterity (DEX)	17	85	Quick
	Intelligence (INT)	13	65	Astute
	Power (POW)	8	40	Low spirited
	Charisma (CHA)	10	50	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		12	
	Willpower Points (WP)		8	
Sanity Points (SAN)		40		
Breaking Point (BP)		32		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		10
		10
		10
		10
	12. MOTIVATIONS AND MENTAL DISORDERS	
	13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE	
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	30	<input type="checkbox"/> First Aid (10%)	40	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	70	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	30	<input type="checkbox"/> Search (20%)	60
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	20
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)	20	<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	50	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	30	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	50
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%) Land	60	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	40	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	40
	<input type="checkbox"/> Demolitions (0%)	40	<input type="checkbox"/> Persuade (20%)	50	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	30	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	40			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	40	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=0

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

THIS IS A WORK OF FICTION

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Tactical body armor - Armour Rating 5				GPS			
	Kevlar helmet - Armour Rating +1							
	Dog tags							
	Night vision goggles							
	* Spare ammunition							
	Tactical light							
	Night vision goggles							
	Military-band radio with earpiece and throat microphone							
	Multitool							
Compass								
Field dressing								
Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.								
16.	WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a)	Unarmed	50%		1D4-1				
(b)	Heavy Rifle	40%	150m	1D12+2 †	5	10%		20
(c)	Combat Knife	30%		1D6	3			
(d)	Hand Grenade	50%	20m			15%	10m	2
(e)								
(f)								
(g)								

REMARKS	17. PERSONAL DETAILS AND NOTES		18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY	
			19. SPECIAL TRAINING	SKILL OR STAT USED
	Please indicate why this agent was recruited and why the agent agreed to be recruited.			

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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* In chest rig
† Use Lethality rating if firing bursts

THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL RENAUD, Branden		2. PROFESSION (RANK IF APPLICABLE) Marine		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Gainestown, AL		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 28 (DEC 23)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	15	75	Sturdy
	Constitution (CON)	10	50	
	Dexterity (DEX)	11	55	
	Intelligence (INT)	10	50	
	Power (POW)	12	60	
	Charisma (CHA)	14	70	Prepossessing
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		12	
	Willpower Points (WP)		12	
Sanity Points (SAN)		60		
Breaking Point (BP)		48		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		14
		14
		14
		14
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	60	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	70	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	30	<input type="checkbox"/> Search (20%)	60
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	40
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	50	<input type="checkbox"/> Medicine (0%)	20	<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	30	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	70
	<input type="checkbox"/> Computer Science (0%)	20	<input type="checkbox"/> Military Science (0%) Land	40	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	40	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	30	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	40
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	30	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	50	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	40			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	40	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=1

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

THIS IS A WORK OF FICTION

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Tactical body armor - Armour Rating 5				GPS			
	Kevlar helmet - Armour Rating +1							
	Dog tags							
	Night vision goggles							
	* Spare ammunition							
	Tactical light							
	Night vision goggles							
	Military-band radio with earpiece and throat microphone							
	Multitool							
Compass								
Field dressing								
Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.								
16. WEAPONS		SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed		70%		1D4				
(b) Submachine Gun		40%	50m	1D10 †	5	10%		20
(c) Combat Knife		30%		1D6+1	3			
(d) Hand Grenade		50%	20m			15%	10m	2
(e)								
(f)								
(g)								

REMARKS	17. PERSONAL DETAILS AND NOTES				18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY			
Please indicate why this agent was recruited and why the agent agreed to be recruited.								

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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* In chest rig
† Use Lethality rating if firing bursts

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL HINMAN, Adrianna		2. PROFESSION (RANK IF APPLICABLE) Marine		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Rome, NY		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 27 (DEC 22)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	12	60	
	Constitution (CON)	11	55	
	Dexterity (DEX)	13	65	Nimble
	Intelligence (INT)	13	65	Sharp
	Power (POW)	11	55	
	Charisma (CHA)	12	60	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		12	
	Willpower Points (WP)		11	
Sanity Points (SAN)		55		
Breaking Point (BP)		44		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		12
		12
		12
		12
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	40	<input type="checkbox"/> Ride (10%)	30
	<input type="checkbox"/> Alertness (20%)	50	<input type="checkbox"/> Forensics (0%)	20	<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)	40	<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	20
	<input type="checkbox"/> Artillery (0%)	40	<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	50	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	30	<input type="checkbox"/> Melee Weapons (30%)	50	<input type="checkbox"/> Unarmed Combat (40%)	50
	<input type="checkbox"/> Computer Science (0%)	60	<input type="checkbox"/> Military Science (0%) Land	40	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	40	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	30	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)	20	<input type="checkbox"/> Persuade (20%)	30	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	50	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	40			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	40	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=0

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

THIS IS A WORK OF FICTION

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Tactical body armor - Armour Rating 5				GPS			
	Kevlar helmet - Armour Rating +1							
	Dog tags							
	Night vision goggles							
	* Spare ammunition							
	Tactical light							
	Night vision goggles							
	Military-band radio with earpiece and throat microphone							
	Multitool							
Compass								
Field dressing								
Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.								
16.	WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a)	Unarmed	50%		1D4-1				
(b)	Submachine Gun	40%	50m	1D10 †	5	10%		20
(c)	Combat Knife	50%		1D6	3			
(d)	Hand Grenade	50%	20m			15%	10m	2
(e)								
(f)								
(g)								

REMARKS	17. PERSONAL DETAILS AND NOTES		18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY	
			19. SPECIAL TRAINING	SKILL OR STAT USED
	Please indicate why this agent was recruited and why the agent agreed to be recruited.			

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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* In chest rig
† Use Lethality rating if firing bursts

THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL TOLLIVER, Weston			2. PROFESSION (RANK IF APPLICABLE) Marine		
	3. EMPLOYER			4. NATIONALITY (U.S.A.) Bustins Island, ME		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____		6. AGE AND D.O.B. 50 (SEP 16)		7. EDUCATION AND OCCUPATIONAL HISTORY	

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	14	70	Sturdy
	Constitution (CON)	17	85	Indefatigable
	Dexterity (DEX)	10	50	
	Intelligence (INT)	10	50	
	Power (POW)	8	40	Pessimistic
	Charisma (CHA)	13	65	Prepossessing
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		16	
	Willpower Points (WP)		8	
Sanity Points (SAN)		40		
Breaking Point (BP)		32		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		13
		13
		13
		13
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	40	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	50	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)	20	<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	80
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)	40	<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)	20	<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	70	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	40
	<input type="checkbox"/> Bureaucracy (10%)	50	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	50
	<input type="checkbox"/> Computer Science (0%)	20	<input type="checkbox"/> Military Science (0%) Land	40	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	40	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	40
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	30	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	40			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	60	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=1

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

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Tactical body armor - Armour Rating 5				GPS			
	Kevlar helmet - Armour Rating +1							
	Dog tags							
	Night vision goggles							
	* Spare ammunition							
	Tactical light							
	Night vision goggles							
	Military-band radio with earpiece and throat microphone							
	Multitool							
Compass								
Field dressing								
Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.								
16.	WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a)	Unarmed	50%		1D4				
(b)	Medium Pistol	60%	15m	1D10				15
(c)	GP Machine Gun	40%	300m		3	15%	Per burst	100
(d)	Combat Knife	30%		1D6+1	3			
(e)	Hand Grenade	70%	20m			15%	10m	2
(f)								
(g)								

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY	
		19. SPECIAL TRAINING	SKILL OR STAT USED
	Please indicate why this agent was recruited and why the agent agreed to be recruited.		

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL TOBER, Elise		2. PROFESSION (RANK IF APPLICABLE) Marine		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Yadkinville, NC		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 43 (APR 10)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES	PSYCHOLOGICAL DATA	11. BONDS	SCORE	
	Strength (STR)	13	65	Powerful			12	
	Constitution (CON)	11	55				12	
	Dexterity (DEX)	13	65	Slick			12	
	Intelligence (INT)	11	55				12	
	Power (POW)	12	60					
	Charisma (CHA)	12	60					
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT		12. MOTIVATIONS AND MENTAL DISORDERS		
	Hit Points (HP)		12					
	Willpower Points (WP)		12					
Sanity Points (SAN)		60						
Breaking Point (BP)		48						
10. PHYSICAL DESCRIPTION				13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE				
				Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted				

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	40	<input type="checkbox"/> Ride (10%)	30
	<input type="checkbox"/> Alertness (20%)	50	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	30	<input type="checkbox"/> Search (20%)	60
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):	20	<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	20
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	50	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	50	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	70
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%) Land	40	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	40	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	40
	<input type="checkbox"/> Demolitions (0%)	40	<input type="checkbox"/> Persuade (20%)	30	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):	20	<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	40			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	40	<input type="checkbox"/> Psychotherapy (10%)	30	<input type="checkbox"/>	

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

DB=1

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Tactical body armor - Armour Rating 5				GPS			
	Kevlar helmet - Armour Rating +1							
	Dog tags							
	Night vision goggles							
	* Spare ammunition							
	Tactical light							
	Night vision goggles							
	Military-band radio with earpiece and throat microphone							
	Multitool							
Compass								
Field dressing								
Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.								
16. WEAPONS								
	WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	70%		1D4				
	(b) Submachine Gun	40%	50m	1D10 †	5	10%		20
	(c) Combat Knife	30%		1D6+1	3			
	(d) Hand Grenade	50%	20m			15%	10m	2
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES				18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY			
					19. SPECIAL TRAINING		SKILL OR STAT USED	
Please indicate why this agent was recruited and why the agent agreed to be recruited.								

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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* In chest rig
 † Use Lethality rating if firing bursts

THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL ROSEMOND, Clyde		2. PROFESSION (RANK IF APPLICABLE) Marine		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Farmington, PA		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 34 (JUL 19)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	13	65	Brawny
	Constitution (CON)	12	60	
	Dexterity (DEX)	12	60	
	Intelligence (INT)	11	55	
	Power (POW)	11	55	
	Charisma (CHA)	13	65	Affable
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		12	
	Willpower Points (WP)		11	
Sanity Points (SAN)		55		
Breaking Point (BP)		44		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		13
		13
		13
		13
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	30	<input type="checkbox"/> First Aid (10%)	40	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	50	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	20
	<input type="checkbox"/> Anthropology (0%)	20	<input type="checkbox"/> Heavy Machinery (10%)	50	<input type="checkbox"/> Search (20%)	60
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)	60	<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	70	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	30	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	70
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%) Land	40	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	40	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	30	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	30	<input type="checkbox"/> Pharmacy (0%)	20	<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	40			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	40	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=1

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

THIS IS A WORK OF FICTION

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Tactical body armor - Armour Rating 5				GPS			
	Kevlar helmet - Armour Rating +1							
	Dog tags							
	Night vision goggles							
	* Spare ammunition							
	Tactical light							
	Night vision goggles							
	Military-band radio with earpiece and throat microphone							
	Multitool							
Compass								
Field dressing								
Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.								
16.	WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a)	Unarmed	70%		1D4				
(b)	Submachine Gun	40%	50m	1D10 †	5	10%		20
(c)	Combat Knife	30%		1D6+1	3			
(d)	Hand Grenade	70%	20m			15%	10m	2
(e)								
(f)								
(g)								

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY	
		19. SPECIAL TRAINING	SKILL OR STAT USED
	Please indicate why this agent was recruited and why the agent agreed to be recruited.		

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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* In chest rig
† Use Lethality rating if firing bursts

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL HERMANN, Olga		2. PROFESSION (RANK IF APPLICABLE) Marine		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Everett, WA		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 53 (JUN 25)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	8	40	Weak
	Constitution (CON)	13	65	Perfect health
	Dexterity (DEX)	17	85	Razor sharp
	Intelligence (INT)	10	50	
	Power (POW)	10	50	
	Charisma (CHA)	14	70	Friendly
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		10	
	Willpower Points (WP)		10	
Sanity Points (SAN)		50		
Breaking Point (BP)		40		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		14
		14
		14
		14
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	60	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	50	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)	20	<input type="checkbox"/> Heavy Machinery (10%)	30	<input type="checkbox"/> Search (20%)	60
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	50	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	60
	<input type="checkbox"/> Bureaucracy (10%)	30	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	50
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%) Land	40	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	40	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	30	<input type="checkbox"/> Occult (10%)	30	<input type="checkbox"/>	40
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	50	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	50	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	40			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	40	<input type="checkbox"/> Psychotherapy (10%)	30	<input type="checkbox"/>	

DB=-1

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

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Tactical body armor - Armour Rating 5				GPS			
	Kevlar helmet - Armour Rating +1							
	Dog tags							
	Night vision goggles							
	* Spare ammunition							
	Tactical light							
	Night vision goggles							
	Military-band radio with earpiece and throat microphone							
	Multitool							
Compass								
Field dressing								
Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.								
16.	WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a)	Unarmed	50%		1D4-2				
(b)	Heavy Rifle	40%	150m	1D12+2 †	5	10%		20
(c)	Combat Knife	30%		1D6-1	3			
(d)	Hand Grenade	50%	20m			15%	10m	2
(e)								
(f)								
(g)								

REMARKS	17. PERSONAL DETAILS AND NOTES		18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY	
			19. SPECIAL TRAINING	SKILL OR STAT USED
	Please indicate why this agent was recruited and why the agent agreed to be recruited.			

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL PARDEE, Titus		2. PROFESSION (RANK IF APPLICABLE) Marine		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Nevada, MO		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 29 (APR 2)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	12	60	
	Constitution (CON)	15	75	Resistant
	Dexterity (DEX)	10	50	
	Intelligence (INT)	14	70	Sharp
	Power (POW)	11	55	
	Charisma (CHA)	10	50	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		14	
	Willpower Points (WP)		11	
Sanity Points (SAN)		55		
Breaking Point (BP)		44		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		10
		10
		10
		10
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	40	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	50	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	20
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	80
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)	60	<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	30
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)	40	<input type="checkbox"/> Law (0%)	20	<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	50	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	30	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	50
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%) Land	40	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	40	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	30	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	50	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	50	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	40			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	40	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=0

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

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Tactical body armor - Armour Rating 5				GPS			
	Kevlar helmet - Armour Rating +1							
	Dog tags							
	Night vision goggles							
	* Spare ammunition							
	Tactical light							
	Night vision goggles							
	Military-band radio with earpiece and throat microphone							
	Multitool							
Compass								
Field dressing								
Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.								
16.	WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a)	Unarmed	50%		1D4-1				
(b)	Heavy Rifle	40%	150m	1D12+2 †	5	10%		20
(c)	Combat Knife	30%		1D6	3			
(d)	Hand Grenade	50%	20m			15%	10m	2
(e)								
(f)								
(g)								

REMARKS	17. PERSONAL DETAILS AND NOTES		18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY	
			19. SPECIAL TRAINING	SKILL OR STAT USED
	Please indicate why this agent was recruited and why the agent agreed to be recruited.			

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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* In chest rig
† Use Lethality rating if firing bursts

THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL SIMEK, Callie		2. PROFESSION (RANK IF APPLICABLE) Marine		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Delray Beach, FL		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 34 (MAY 12)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	11	55	
	Constitution (CON)	12	60	
	Dexterity (DEX)	13	65	Agile
	Intelligence (INT)	13	65	Cunning
	Power (POW)	12	60	
	Charisma (CHA)	11	55	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		12	
	Willpower Points (WP)		12	
Sanity Points (SAN)		60		
Breaking Point (BP)		48		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		11
		11
		11
		11
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <i>adapted</i> Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <i>adapted</i>		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	40	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	70	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	30	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)	40	<input type="checkbox"/> SIGINT (0%)	20
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	30	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)	40	<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	50	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	60
	<input type="checkbox"/> Bureaucracy (10%)	50	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	50
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%) Land	40	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	60	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)	20	<input type="checkbox"/> Persuade (20%)	30	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	40			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	60	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=0

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

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Tactical body armor - Armour Rating 5				GPS			
	Kevlar helmet - Armour Rating +1							
	Dog tags							
	Night vision goggles							
	* Spare ammunition							
	Tactical light							
	Night vision goggles							
	Military-band radio with earpiece and throat microphone							
	Multitool							
Compass								
Field dressing								
Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.								
16.	WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a)	Unarmed	50%		1D4-1				
(b)	Heavy Rifle	60%	150m	1D12+2 †	5	10%		20
(c)	Combat Knife	30%		1D6	3			
(d)	Hand Grenade	50%	20m			15%	10m	2
(e)								
(f)								
(g)								

REMARKS	17. PERSONAL DETAILS AND NOTES		18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY	
			19. SPECIAL TRAINING	SKILL OR STAT USED
	Please indicate why this agent was recruited and why the agent agreed to be recruited.			

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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* In chest rig
† Use Lethality rating if firing bursts

THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL STEPP, Jerad		2. PROFESSION (RANK IF APPLICABLE) Marine		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Averill Park, NY		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 48 (JUL 11)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	17	85	Strapping
	Constitution (CON)	14	70	Resilient
	Dexterity (DEX)	10	50	
	Intelligence (INT)	13	65	Ingenious
	Power (POW)	10	50	
	Charisma (CHA)	8	40	Shy
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		16	
	Willpower Points (WP)		10	
Sanity Points (SAN)		50		
Breaking Point (BP)		40		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		8
		8
		8
		8
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	60	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	50	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)	40	<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):	20	<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	30
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	20
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	50	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	80
	<input type="checkbox"/> Bureaucracy (10%)	30	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	50
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%) Land	40	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):	20	<input type="checkbox"/> Navigate (10%)	40	Foreign Languages and Other Skills:	
			<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Persuade (20%)	30	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)	40	<input type="checkbox"/> Pharmacy (0%)	20	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30			<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	40			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	40	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=2

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

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Tactical body armor - Armour Rating 5				GPS			
	Kevlar helmet - Armour Rating +1							
	Dog tags							
	Night vision goggles							
	* Spare ammunition							
	Tactical light							
	Night vision goggles							
	Military-band radio with earpiece and throat microphone							
	Multitool							
Compass								
Field dressing								
Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.								
16.	WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a)	Unarmed	50%		1D4+1				
(b)	Submachine Gun	40%	50m	1D10 †	5	10%		20
(c)	Combat Knife	30%		1D6+2	3			
(d)	Hand Grenade	50%	20m			15%	10m	2
(e)								
(f)								
(g)								

REMARKS	17. PERSONAL DETAILS AND NOTES		18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY	
			19. SPECIAL TRAINING	SKILL OR STAT USED
	Please indicate why this agent was recruited and why the agent agreed to be recruited.			

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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* In chest rig
† Use Lethality rating if firing bursts

THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL LONGENECKER, Domonique		2. PROFESSION (RANK IF APPLICABLE) Marine		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Ryegate, VT		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 53 (FEB 1)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	16	80	Sturdy
	Constitution (CON)	12	60	
	Dexterity (DEX)	13	65	Slick
	Intelligence (INT)	17	85	Genius
	Power (POW)	12	60	
	Charisma (CHA)	11	55	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		14	
	Willpower Points (WP)		12	
Sanity Points (SAN)		60		
Breaking Point (BP)		48		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		11
		11
		11
		11
	12. MOTIVATIONS AND MENTAL DISORDERS	
	13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE	
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	30	<input type="checkbox"/> First Aid (10%)	40	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	50	<input type="checkbox"/> Forensics (0%)	20	<input type="checkbox"/> Science (0%):	20
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	40
	<input type="checkbox"/> Art (0%):	20	<input type="checkbox"/> History (10%)	30	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	50	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	60
	<input type="checkbox"/> Bureaucracy (10%)	30	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	50
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%) Land	40	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	40	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	40
	<input type="checkbox"/> Demolitions (0%)	20	<input type="checkbox"/> Persuade (20%)	30	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	50	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	60			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	40	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=1

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

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Tactical body armor - Armour Rating 5				GPS			
	Kevlar helmet - Armour Rating +1							
	Dog tags							
	Night vision goggles							
	* Spare ammunition							
	Tactical light							
	Night vision goggles							
	Military-band radio with earpiece and throat microphone							
	Multitool							
Compass								
Field dressing								
Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.								
16.	WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a)	Unarmed	50%		1D4				
(b)	Medium Pistol	40%	15m	1D10				15
(c)	Very Heavy...	40%	250m		5	20%		10
(d)	Combat Knife	30%		1D6+1	3			
(e)	Hand Grenade	50%	20m			15%	10m	2
(f)								
(g)								

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY	
		19. SPECIAL TRAINING	SKILL OR STAT USED
	Please indicate why this agent was recruited and why the agent agreed to be recruited.		

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL CHRISTIAN, Byron		2. PROFESSION (RANK IF APPLICABLE) Marine		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Cooksburg, PA		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 54 (FEB 28)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	12	60	
	Constitution (CON)	11	55	
	Dexterity (DEX)	13	65	Quick footed
	Intelligence (INT)	13	65	Quick witted
	Power (POW)	12	60	
	Charisma (CHA)	11	55	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		12	
	Willpower Points (WP)		12	
Sanity Points (SAN)		60		
Breaking Point (BP)		48		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		11
		11
		11
		11
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	30	<input type="checkbox"/> First Aid (10%)	40	<input type="checkbox"/> Ride (10%)	30
	<input type="checkbox"/> Alertness (20%)	70	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	50	<input type="checkbox"/> Search (20%)	60
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	30	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	30	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)	40	<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	50	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	50	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	50
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%) Land	60	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	40	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	30	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	40			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	60	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=0

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

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Tactical body armor - Armour Rating 5				GPS			
	Kevlar helmet - Armour Rating +1							
	Dog tags							
	Night vision goggles							
	* Spare ammunition							
	Tactical light							
	Night vision goggles							
	Military-band radio with earpiece and throat microphone							
	Multitool							
Compass								
Field dressing								
Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.								
16.	WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a)	Unarmed	50%		1D4-1				
(b)	Submachine Gun	60%	50m	1D10 †	5	10%		20
(c)	Combat Knife	30%		1D6	3			
(d)	Hand Grenade	50%	20m			15%	10m	2
(e)								
(f)								
(g)								

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY	
		19. SPECIAL TRAINING	SKILL OR STAT USED
	Please indicate why this agent was recruited and why the agent agreed to be recruited.		

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL VESEY, Sheri		2. PROFESSION (RANK IF APPLICABLE) Marine		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Grand Island, NY		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 30 (AUG 21)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES	PSYCHOLOGICAL DATA	11. BONDS	SCORE	
	Strength (STR)	12	60				10	
	Constitution (CON)	15	75	Fit			10	
	Dexterity (DEX)	10	50				10	
	Intelligence (INT)	11	55				10	
	Power (POW)	14	70	Calm				
	Charisma (CHA)	10	50					
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT		12. MOTIVATIONS AND MENTAL DISORDERS		
	Hit Points (HP)		14					
	Willpower Points (WP)		14					
Sanity Points (SAN)		70						
Breaking Point (BP)		56						
10. PHYSICAL DESCRIPTION				13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE				
				Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted				

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	40	<input type="checkbox"/> Ride (10%)	30
	<input type="checkbox"/> Alertness (20%)	70	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	60
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	20
	<input type="checkbox"/> Artillery (0%)	40	<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	30
	<input type="checkbox"/> Athletics (30%)	50	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	60
	<input type="checkbox"/> Bureaucracy (10%)	50	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	50
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%) Land	60	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	40	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	30	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	30	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	40			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	60	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

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

DB=0

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Tactical body armor - Armour Rating 5				GPS			
	Kevlar helmet - Armour Rating +1							
	Dog tags							
	Night vision goggles							
	* Spare ammunition							
	Tactical light							
	Night vision goggles							
	Military-band radio with earpiece and throat microphone							
	Multitool							
Compass								
Field dressing								
Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.								
16.	WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a)	Unarmed	50%		1D4-1				
(b)	Submachine Gun	60%	50m	1D10 †	5	10%		20
(c)	Combat Knife	30%		1D6	3			
(d)	Hand Grenade	50%	20m			15%	10m	2
(e)								
(f)								
(g)								

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY	
		19. SPECIAL TRAINING	SKILL OR STAT USED
	Please indicate why this agent was recruited and why the agent agreed to be recruited.		

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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* In chest rig
 † Use Lethality rating if firing bursts

THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL HAYNE, Nicholas		2. PROFESSION (RANK IF APPLICABLE) Marine		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Kings Mountain, NC		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 42 (JAN 3)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	16	80	Brawny
	Constitution (CON)	11	55	
	Dexterity (DEX)	14	70	Deft
	Intelligence (INT)	13	65	Canny
	Power (POW)	10	50	
	Charisma (CHA)	9	45	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		14	
	Willpower Points (WP)		10	
Sanity Points (SAN)		50		
Breaking Point (BP)		40		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		9
		9
		9
		9
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	40	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	50	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	20
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	40
	<input type="checkbox"/> Archeology (0%)	20	<input type="checkbox"/> Heavy Weapons (0%)	40	<input type="checkbox"/> SIGINT (0%)	20
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	30	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)	20	<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	50	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	60
	<input type="checkbox"/> Bureaucracy (10%)	30	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	50
	<input type="checkbox"/> Computer Science (0%)	40	<input type="checkbox"/> Military Science (0%) Land	40	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	40	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	30	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	60			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	40	<input type="checkbox"/> Psychotherapy (10%)	30	<input type="checkbox"/>	

DB=1

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

THIS IS A WORK OF FICTION

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Tactical body armor - Armour Rating 5				GPS			
	Kevlar helmet - Armour Rating +1							
	Dog tags							
	Night vision goggles							
	* Spare ammunition							
	Tactical light							
	Night vision goggles							
	Military-band radio with earpiece and throat microphone							
	Multitool							
Compass								
Field dressing								
Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.								
16. WEAPONS		SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed		50%		1D4				
(b) Submachine Gun		40%	50m	1D10 †	5	10%		20
(c) Combat Knife		30%		1D6+1	3			
(d) Hand Grenade		50%	20m			15%	10m	2
(e)								
(f)								
(g)								

REMARKS	17. PERSONAL DETAILS AND NOTES				18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY			
					19. SPECIAL TRAINING		SKILL OR STAT USED	
	Please indicate why this agent was recruited and why the agent agreed to be recruited.							

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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* In chest rig
† Use Lethality rating if firing bursts

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL RAGLAND, Carly		2. PROFESSION (RANK IF APPLICABLE) Marine		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Angus, MN		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 29 (APR 22)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	11	55	
	Constitution (CON)	10	50	
	Dexterity (DEX)	15	75	Slick
	Intelligence (INT)	14	70	Quick witted
	Power (POW)	10	50	
	Charisma (CHA)	12	60	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		10	
	Willpower Points (WP)		10	
Sanity Points (SAN)		50		
Breaking Point (BP)		40		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		12
		12
		12
		12
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	40	<input type="checkbox"/> Ride (10%)	30
	<input type="checkbox"/> Alertness (20%)	50	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	50	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)	40	<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	30	<input type="checkbox"/> Surgery (0%)	20
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	50	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	80
	<input type="checkbox"/> Bureaucracy (10%)	30	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	50
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%) Land	60	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	40	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	30	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	30	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	50	<input type="checkbox"/> Pilot (0%):	20	<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	40			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	40	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=0

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

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Tactical body armor - Armour Rating 5				GPS			
	Kevlar helmet - Armour Rating +1							
	Dog tags							
	Night vision goggles							
	* Spare ammunition							
	Tactical light							
	Night vision goggles							
	Military-band radio with earpiece and throat microphone							
	Multitool							
Compass								
Field dressing								
Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.								
16.	WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a)	Unarmed	50%		1D4-1				
(b)	Submachine Gun	40%	50m	1D10 †	5	10%		20
(c)	Combat Knife	30%		1D6	3			
(d)	Hand Grenade	50%	20m			15%	10m	2
(e)								
(f)								
(g)								

REMARKS	17. PERSONAL DETAILS AND NOTES		18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY	
			19. SPECIAL TRAINING	SKILL OR STAT USED
	Please indicate why this agent was recruited and why the agent agreed to be recruited.			

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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* In chest rig
 † Use Lethality rating if firing bursts

THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL RICK, Clarence		2. PROFESSION (RANK IF APPLICABLE) Marine		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Robeline, LA		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 55 (FEB 21)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	12	60	
	Constitution (CON)	12	60	
	Dexterity (DEX)	11	55	
	Intelligence (INT)	13	65	Crafty
	Power (POW)	13	65	Stoic
	Charisma (CHA)	11	55	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		12	
	Willpower Points (WP)		13	
Sanity Points (SAN)		65		
Breaking Point (BP)		52		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE	
		11	
		11	
		11	
		11	
	12. MOTIVATIONS AND MENTAL DISORDERS		
	13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
	Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	40	<input type="checkbox"/> Ride (10%)	30
	<input type="checkbox"/> Alertness (20%)	50	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)	20	<input type="checkbox"/> Heavy Machinery (10%)	50	<input type="checkbox"/> Search (20%)	60
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	20
	<input type="checkbox"/> Artillery (0%)	60	<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	30
	<input type="checkbox"/> Athletics (30%)	50	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	40
	<input type="checkbox"/> Bureaucracy (10%)	30	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	50
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%) Land	40	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	40	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	50	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	40			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	60	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=0

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

THIS IS A WORK OF FICTION

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Tactical body armor - Armour Rating 5				GPS			
	Kevlar helmet - Armour Rating +1							
	Dog tags							
	Night vision goggles							
	* Spare ammunition							
	Tactical light							
	Night vision goggles							
	Military-band radio with earpiece and throat microphone							
	Multitool							
Compass								
Field dressing								
Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.								
16.	WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a)	Unarmed	50%		1D4-1				
(b)	Heavy Rifle	60%	150m	1D12+2 †	5	10%		20
(c)	Combat Knife	30%		1D6	3			
(d)	Hand Grenade	50%	20m			15%	10m	2
(e)								
(f)								
(g)								

REMARKS	17. PERSONAL DETAILS AND NOTES		18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY	
			19. SPECIAL TRAINING	SKILL OR STAT USED
	Please indicate why this agent was recruited and why the agent agreed to be recruited.			

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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* In chest rig
† Use Lethality rating if firing bursts

THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL WAGGONER, Gloria			2. PROFESSION (RANK IF APPLICABLE) Marine		
	3. EMPLOYER			4. NATIONALITY (U.S.A.) Agua Dulce, CA		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____		6. AGE AND D.O.B. 38 (MAR 20)		7. EDUCATION AND OCCUPATIONAL HISTORY	

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	8	40	Weak
	Constitution (CON)	13	65	Perfect health
	Dexterity (DEX)	14	70	Quick footed
	Intelligence (INT)	10	50	
	Power (POW)	17	85	Indomitable
	Charisma (CHA)	10	50	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		10	
	Willpower Points (WP)		17	
Sanity Points (SAN)		85		
Breaking Point (BP)		68		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		10
		10
		10
		10
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	30	<input type="checkbox"/> First Aid (10%)	40	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	50	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)	40	<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	30	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)	20	<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	50	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	60
	<input type="checkbox"/> Bureaucracy (10%)	30	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	50
	<input type="checkbox"/> Computer Science (0%)	60	<input type="checkbox"/> Military Science (0%) Land	40	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):	20	<input type="checkbox"/> Navigate (10%)	40	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	30	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	30	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)	20	<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):	20	<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	40			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	40	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=-1

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

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Tactical body armor - Armour Rating 5				GPS			
	Kevlar helmet - Armour Rating +1							
	Dog tags							
	Night vision goggles							
	* Spare ammunition							
	Tactical light							
	Night vision goggles							
	Military-band radio with earpiece and throat microphone							
	Multitool							
Compass								
Field dressing								
Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.								
16.	WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a)	Unarmed	50%		1D4-2				
(b)	Submachine Gun	40%	50m	1D10 †	5	10%		20
(c)	Combat Knife	30%		1D6-1	3			
(d)	Hand Grenade	50%	20m			15%	10m	2
(e)								
(f)								
(g)								

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY	
		19. SPECIAL TRAINING	SKILL OR STAT USED
	Please indicate why this agent was recruited and why the agent agreed to be recruited.		

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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* In chest rig
† Use Lethality rating if firing bursts

THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL WHITELEY, Dane		2. PROFESSION (RANK IF APPLICABLE) Marine		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Hardy, VA		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 51 (MAY 13)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	x5	DISTINGUISHING FEATURES
	Strength (STR)	13	65	Muscular
	Constitution (CON)	12	60	
	Dexterity (DEX)	13	65	Agile
	Intelligence (INT)	13	65	Quick witted
	Power (POW)	14	70	Strong-willed
	Charisma (CHA)	10	50	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		12	
	Willpower Points (WP)		14	
Sanity Points (SAN)		70		
Breaking Point (BP)		56		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		10
		10
		10
		10
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	30	<input type="checkbox"/> First Aid (10%)	40	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	70	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	60
	<input type="checkbox"/> Archeology (0%)	20	<input type="checkbox"/> Heavy Weapons (0%)	40	<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	30
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)	20	<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	50	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	60
	<input type="checkbox"/> Bureaucracy (10%)	30	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	50
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%) Land	40	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	40	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	50	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)	20	<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	50	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	40			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	40	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=1

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

THIS IS A WORK OF FICTION

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Tactical body armor - Armour Rating 5				GPS			
	Kevlar helmet - Armour Rating +1							
	Dog tags							
	Night vision goggles							
	* Spare ammunition							
	Tactical light							
	Night vision goggles							
	Military-band radio with earpiece and throat microphone							
	Multitool							
Compass								
Field dressing								
Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.								
16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO	
(a) Unarmed	50%		1D4					
(b) Submachine Gun	40%	50m	1D10 †	5	10%		20	
(c) Combat Knife	30%		1D6+1	3				
(d) Hand Grenade	50%	20m			15%	10m	2	
(e)								
(f)								
(g)								

REMARKS	17. PERSONAL DETAILS AND NOTES		18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY	
Please indicate why this agent was recruited and why the agent agreed to be recruited.				

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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* In chest rig
† Use Lethality rating if firing bursts

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL LABADIE, Kristyn		2. PROFESSION (RANK IF APPLICABLE) Marine		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Marbleton, WY		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 53 (APR 16)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	10	50	
	Constitution (CON)	10	50	
	Dexterity (DEX)	11	55	
	Intelligence (INT)	15	75	Perceptive
	Power (POW)	14	70	Stoic
	Charisma (CHA)	12	60	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		10	
	Willpower Points (WP)		14	
Sanity Points (SAN)		70		
Breaking Point (BP)		56		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		12
		12
		12
		12
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	60	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	50	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	50	<input type="checkbox"/> Search (20%)	60
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):	20	<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	50	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	50	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	50
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%) Land	60	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	60	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	20
	<input type="checkbox"/> Demolitions (0%)	40	<input type="checkbox"/> Persuade (20%)	50	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	60			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	40	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=0

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

THIS IS A WORK OF FICTION

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Tactical body armor - Armour Rating 5				GPS			
	Kevlar helmet - Armour Rating +1							
	Dog tags							
	Night vision goggles							
	* Spare ammunition							
	Tactical light							
	Night vision goggles							
	Military-band radio with earpiece and throat microphone							
	Multitool							
Compass								
Field dressing								
Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.								
16. WEAPONS								
	WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	50%		1D4-1				
	(b) Heavy Rifle	40%	150m	1D12+2 †	5	10%		20
	(c) Combat Knife	30%		1D6	3			
	(d) Hand Grenade	50%	20m			15%	10m	2
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES				18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY			
					19. SPECIAL TRAINING		SKILL OR STAT USED	
Please indicate why this agent was recruited and why the agent agreed to be recruited.								

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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* In chest rig
† Use Lethality rating if firing bursts

THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL BAUMAN, Grayson		2. PROFESSION (RANK IF APPLICABLE) Marine		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Glendale Heights, IL		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 29 (OCT 27)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	12	60	
	Constitution (CON)	13	65	Fit
	Dexterity (DEX)	11	55	
	Intelligence (INT)	12	60	
	Power (POW)	13	65	Brave
	Charisma (CHA)	11	55	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		12	
	Willpower Points (WP)		13	
Sanity Points (SAN)		65		
Breaking Point (BP)		52		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		11
		11
		11
		11
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <i>adapted</i> Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <i>adapted</i>		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	40	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	50	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	60
	<input type="checkbox"/> Archeology (0%)	20	<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	40
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	20
	<input type="checkbox"/> Artillery (0%)	20	<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	30
	<input type="checkbox"/> Athletics (30%)	70	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	30	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	50
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%) Land	40	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	40	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	30	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	40
	<input type="checkbox"/> Demolitions (0%)	20	<input type="checkbox"/> Persuade (20%)	30	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	40			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	60	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=0

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

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Tactical body armor - Armour Rating 5				GPS			
	Kevlar helmet - Armour Rating +1							
	Dog tags							
	Night vision goggles							
	* Spare ammunition							
	Tactical light							
	Night vision goggles							
	Military-band radio with earpiece and throat microphone							
	Multitool							
Compass								
Field dressing								
Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.								
16.	WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a)	Unarmed	50%		1D4-1				
(b)	Medium Pistol	60%	15m	1D10				15
(c)	Grenade...	0%	300m		3	15% †	Per burst	100
(d)	Combat Knife	30%		1D6	3			
(e)	Hand Grenade	70%	20m			15%	10m	2
(f)								
(g)								

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY	
		19. SPECIAL TRAINING	SKILL OR STAT USED
	Please indicate why this agent was recruited and why the agent agreed to be recruited.		

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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* In chest rig
† If firing a burst (5 grenades),
Lethality is 20%

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL MELI, Renae		2. PROFESSION (RANK IF APPLICABLE) Marine		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Columbia, VA		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 43 (JUL 17)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	10	50	
	Constitution (CON)	17	85	Tough
	Dexterity (DEX)	14	70	Slick
	Intelligence (INT)	10	50	
	Power (POW)	13	65	Stoic
	Charisma (CHA)	8	40	Shy
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		14	
	Willpower Points (WP)		13	
Sanity Points (SAN)		65		
Breaking Point (BP)		52		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		8
		8
		8
		8
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	60	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	50	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	50	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)	20	<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	40
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)	40	<input type="checkbox"/> Law (0%)	20	<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	50	<input type="checkbox"/> Medicine (0%)	20	<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	30	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	70
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%) Land	40	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	40	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	30	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)	20	<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	50	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	60			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	40	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=0

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

THIS IS A WORK OF FICTION

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Tactical body armor - Armour Rating 5				GPS			
	Kevlar helmet - Armour Rating +1							
	Dog tags							
	Night vision goggles							
	* Spare ammunition							
	Tactical light							
	Night vision goggles							
	Military-band radio with earpiece and throat microphone							
	Multitool							
Compass								
Field dressing								
Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.								
16.	WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a)	Unarmed	70%		1D4-1				
(b)	Submachine Gun	40%	50m	1D10 †	5	10%		20
(c)	Combat Knife	30%		1D6	3			
(d)	Hand Grenade	50%	20m			15%	10m	2
(e)								
(f)								
(g)								

REMARKS	17. PERSONAL DETAILS AND NOTES		18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY	
			19. SPECIAL TRAINING	SKILL OR STAT USED
	Please indicate why this agent was recruited and why the agent agreed to be recruited.			

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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* In chest rig
† Use Lethality rating if firing bursts

THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL FORRESTER, Davin		2. PROFESSION (RANK IF APPLICABLE) Marine		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Sabin, MN		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 40 (FEB 23)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	14	70	Muscular
	Constitution (CON)	10	50	
	Dexterity (DEX)	10	50	
	Intelligence (INT)	12	60	
	Power (POW)	11	55	
	Charisma (CHA)	15	75	Likable
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		12	
	Willpower Points (WP)		11	
Sanity Points (SAN)		55		
Breaking Point (BP)		44		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		15
		15
		15
		15
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	60	<input type="checkbox"/> Ride (10%)	30
	<input type="checkbox"/> Alertness (20%)	50	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	60
	<input type="checkbox"/> Archeology (0%)	20	<input type="checkbox"/> Heavy Weapons (0%)	40	<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):	20	<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	30
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	70	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	60
	<input type="checkbox"/> Bureaucracy (10%)	30	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	70
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%) Land	40	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	40	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	30	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	50	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	40			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	40	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=1

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

THIS IS A WORK OF FICTION

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Tactical body armor - Armour Rating 5				GPS			
	Kevlar helmet - Armour Rating +1							
	Dog tags							
	Night vision goggles							
	* Spare ammunition							
	Tactical light							
	Night vision goggles							
	Military-band radio with earpiece and throat microphone							
	Multitool							
Compass								
Field dressing								
Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.								
16. WEAPONS								
	WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	70%		1D4				
	(b) Heavy Rifle	40%	150m	1D12+2 †	5	10%		20
	(c) Combat Knife	30%		1D6+1	3			
	(d) Hand Grenade	70%	20m			15%	10m	2
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES				18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY			
					19. SPECIAL TRAINING		SKILL OR STAT USED	
Please indicate why this agent was recruited and why the agent agreed to be recruited.								

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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* In chest rig
† Use Lethality rating if firing bursts

THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL MONTAGUE, Anne		2. PROFESSION (RANK IF APPLICABLE) Marine		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Derry, NH		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 39 (APR 25)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	10	50	
	Constitution (CON)	14	70	Resistant
	Dexterity (DEX)	11	55	
	Intelligence (INT)	12	60	
	Power (POW)	15	75	Stoic
	Charisma (CHA)	10	50	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		12	
	Willpower Points (WP)		15	
Sanity Points (SAN)		75		
Breaking Point (BP)		60		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		10
		10
		10
		10
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	30	<input type="checkbox"/> First Aid (10%)	60	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	70	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	80
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	20
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)	20	<input type="checkbox"/> Survival (10%)	30
	<input type="checkbox"/> Athletics (30%)	50	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	30	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	50
	<input type="checkbox"/> Computer Science (0%)	40	<input type="checkbox"/> Military Science (0%) Land	40	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	40	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)	40	<input type="checkbox"/> Persuade (20%)	30	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	40			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	60	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=0

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

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Tactical body armor - Armour Rating 5				GPS			
	Kevlar helmet - Armour Rating +1							
	Dog tags							
	Night vision goggles							
	* Spare ammunition							
	Tactical light							
	Night vision goggles							
	Military-band radio with earpiece and throat microphone							
	Multitool							
Compass								
Field dressing								
Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.								
16.	WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a)	Unarmed	50%		1D4-1				
(b)	Medium Pistol	60%	15m	1D10				15
(c)	RPG launcher	0%	200m		20	30%	10m	20
(d)	Combat Knife	30%		1D6	3			
(e)	Hand Grenade	50%	20m			15%	10m	2
(f)								
(g)								

REMARKS	17. PERSONAL DETAILS AND NOTES		18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY	
			19. SPECIAL TRAINING	SKILL OR STAT USED
	Please indicate why this agent was recruited and why the agent agreed to be recruited.			

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL CONNERY, Luther		2. PROFESSION (RANK IF APPLICABLE) Marine		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Geneseo, ND		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 39 (SEP 7)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	10	50	
	Constitution (CON)	13	65	Resilient
	Dexterity (DEX)	14	70	Quick footed
	Intelligence (INT)	8	40	Obtuse
	Power (POW)	17	85	Imperturbable
	Charisma (CHA)	10	50	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		12	
	Willpower Points (WP)		17	
Sanity Points (SAN)		85		
Breaking Point (BP)		68		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		10
		10
		10
		10
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	40	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	50	<input type="checkbox"/> Forensics (0%)	20	<input type="checkbox"/> Science (0%):	20
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	50	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)	60	<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	50	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	30	<input type="checkbox"/> Melee Weapons (30%)	50	<input type="checkbox"/> Unarmed Combat (40%)	50
	<input type="checkbox"/> Computer Science (0%)	40	<input type="checkbox"/> Military Science (0%) Land	40	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	40	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	50	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)	20	<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	60			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	40	<input type="checkbox"/> Psychotherapy (10%)	30	<input type="checkbox"/>	

DB=0

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

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Tactical body armor - Armour Rating 5				GPS			
	Kevlar helmet - Armour Rating +1							
	Dog tags							
	Night vision goggles							
	* Spare ammunition							
	Tactical light							
	Night vision goggles							
	Military-band radio with earpiece and throat microphone							
	Multitool							
Compass								
Field dressing								
Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.								
16.	WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a)	Unarmed	50%		1D4-1				
(b)	Medium Pistol	40%	15m	1D10				15
(c)	Grenade...	60%	300m		3	15% †	Per burst	100
(d)	Combat Knife	50%		1D6	3			
(e)	Hand Grenade	50%	20m			15%	10m	2
(f)								
(g)								

REMARKS	17. PERSONAL DETAILS AND NOTES		18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY	
			19. SPECIAL TRAINING	SKILL OR STAT USED
	Please indicate why this agent was recruited and why the agent agreed to be recruited.			

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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* In chest rig
† If firing a burst (5 grenades),
Lethality is 20%

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DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL ALFANO, Kaitlyn		2. PROFESSION (RANK IF APPLICABLE) Marine		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Melrose, NM		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 39 (FEB 12)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	11	55	
	Constitution (CON)	14	70	Resistant
	Dexterity (DEX)	10	50	
	Intelligence (INT)	10	50	
	Power (POW)	12	60	
	Charisma (CHA)	15	75	Likable
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		12	
	Willpower Points (WP)		12	
Sanity Points (SAN)		60		
Breaking Point (BP)		48		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		15
		15
		15
		15
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	30	<input type="checkbox"/> First Aid (10%)	60	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	50	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	30	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)	40	<input type="checkbox"/> SIGINT (0%)	40
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	20
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)	20	<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	70	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	30	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	50
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%) Land	40	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	40	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)	60	<input type="checkbox"/> Persuade (20%)	30	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	60			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	40	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=0

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

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Tactical body armor - Armour Rating 5				GPS			
	Kevlar helmet - Armour Rating +1							
	Dog tags							
	Night vision goggles							
	* Spare ammunition							
	Tactical light							
	Night vision goggles							
	Military-band radio with earpiece and throat microphone							
	Multitool							
Compass								
Field dressing								
Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.								
16.	WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a)	Unarmed	50%		1D4-1				
(b)	Submachine Gun	40%	50m	1D10 †	5	10%		20
(c)	Combat Knife	30%		1D6	3			
(d)	Hand Grenade	70%	20m			15%	10m	2
(e)								
(f)								
(g)								

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY	
		19. SPECIAL TRAINING	SKILL OR STAT USED
	Please indicate why this agent was recruited and why the agent agreed to be recruited.		

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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* In chest rig
† Use Lethality rating if firing bursts

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DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL YONG, Johnathan		2. PROFESSION (RANK IF APPLICABLE) Marine		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Rostraver, PA		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 30 (APR 24)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	15	75	Tough
	Constitution (CON)	10	50	
	Dexterity (DEX)	10	50	
	Intelligence (INT)	11	55	
	Power (POW)	12	60	
	Charisma (CHA)	14	70	Likable
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		12	
	Willpower Points (WP)		12	
Sanity Points (SAN)		60		
Breaking Point (BP)		48		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS		SCORE
			14
			14
			14
			14
	12. MOTIVATIONS AND MENTAL DISORDERS		
	13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted			

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	40	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	50	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	30	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)	20	<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	30	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)	40	<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	70	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	30	<input type="checkbox"/> Melee Weapons (30%)	50	<input type="checkbox"/> Unarmed Combat (40%)	70
	<input type="checkbox"/> Computer Science (0%)	40	<input type="checkbox"/> Military Science (0%) Land	40	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):	20	<input type="checkbox"/> Navigate (10%)	40	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	30	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)	40	<input type="checkbox"/> Persuade (20%)	30	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	40			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	40	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=1

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

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Tactical body armor - Armour Rating 5				GPS			
	Kevlar helmet - Armour Rating +1							
	Dog tags							
	Night vision goggles							
	* Spare ammunition							
	Tactical light							
	Night vision goggles							
	Military-band radio with earpiece and throat microphone							
	Multitool							
Compass								
Field dressing								
Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.								
16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO	
(a) Unarmed	70%		1D4					
(b) Medium Pistol	40%	15m	1D10				15	
(c) Grenade...	0%	150m			15%	10m	1	
(d) Combat Knife	50%		1D6+1	3				
(e) Hand Grenade	70%	20m			15%	10m	2	
(f)								
(g)								

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY	
		19. SPECIAL TRAINING	SKILL OR STAT USED
	Please indicate why this agent was recruited and why the agent agreed to be recruited.		

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL PINKARD, Roberta		2. PROFESSION (RANK IF APPLICABLE) Marine		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Waco, TX		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 28 (JAN 4)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	13	65	Powerful
	Constitution (CON)	11	55	
	Dexterity (DEX)	12	60	
	Intelligence (INT)	11	55	
	Power (POW)	12	60	
	Charisma (CHA)	13	65	Prepossessing
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		12	
	Willpower Points (WP)		12	
Sanity Points (SAN)		60		
Breaking Point (BP)		48		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		13
		13
		13
		13
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	40	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	70	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	20
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	50	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)	40	<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)	40	<input type="checkbox"/> Law (0%)	20	<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	50	<input type="checkbox"/> Medicine (0%)	20	<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	30	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	50
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%) Land	40	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	60	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	30	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)	20	<input type="checkbox"/> Persuade (20%)	50	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	40			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	40	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=1

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

THIS IS A WORK OF FICTION

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Tactical body armor - Armour Rating 5				GPS			
	Kevlar helmet - Armour Rating +1							
	Dog tags							
	Night vision goggles							
	* Spare ammunition							
	Tactical light							
	Night vision goggles							
	Military-band radio with earpiece and throat microphone							
	Multitool							
Compass								
Field dressing								
Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.								
16. WEAPONS								
	WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	50%		1D4				
	(b) Medium Pistol	40%	15m	1D10				15
	(c) GP Machine Gun	40%	300m		3	15%	Per burst	100
	(d) Combat Knife	30%		1D6+1	3			
	(e) Hand Grenade	50%	20m			15%	10m	2
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES		18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY	
			19. SPECIAL TRAINING	SKILL OR STAT USED
Please indicate why this agent was recruited and why the agent agreed to be recruited.				

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL SHEELY, Antonio		2. PROFESSION (RANK IF APPLICABLE) Marine		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Cowen, WV		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 53 (JUL 12)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	11	55	
	Constitution (CON)	13	65	Resistant
	Dexterity (DEX)	12	60	
	Intelligence (INT)	13	65	Quick witted
	Power (POW)	11	55	
	Charisma (CHA)	12	60	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		12	
	Willpower Points (WP)		11	
Sanity Points (SAN)		55		
Breaking Point (BP)		44		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		12
		12
		12
		12
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	40	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	50	<input type="checkbox"/> Forensics (0%)	20	<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	70	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	30
	<input type="checkbox"/> Athletics (30%)	50	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	80
	<input type="checkbox"/> Bureaucracy (10%)	30	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	50
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%) Land	40	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	60	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	30	<input type="checkbox"/>	40
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	50	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	60			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	40	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=0

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

THIS IS A WORK OF FICTION

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Tactical body armor - Armour Rating 5				GPS			
	Kevlar helmet - Armour Rating +1							
	Dog tags							
	Night vision goggles							
	* Spare ammunition							
	Tactical light							
	Night vision goggles							
	Military-band radio with earpiece and throat microphone							
	Multitool							
Compass								
Field dressing								
Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.								
16.	WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a)	Unarmed	50%		1D4-1				
(b)	Submachine Gun	40%	50m	1D10 †	5	10%		20
(c)	Combat Knife	30%		1D6	3			
(d)	Hand Grenade	50%	20m			15%	10m	2
(e)								
(f)								
(g)								

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY	
		19. SPECIAL TRAINING	SKILL OR STAT USED
	Please indicate why this agent was recruited and why the agent agreed to be recruited.		

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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* In chest rig
† Use Lethality rating if firing bursts

THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL MORIARTY, Talia			2. PROFESSION (RANK IF APPLICABLE) Marine		
	3. EMPLOYER			4. NATIONALITY (U.S.A.) Liberty, PA		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____		6. AGE AND D.O.B. 36 (FEB 5)		7. EDUCATION AND OCCUPATIONAL HISTORY	

STATISTICAL DATA	8. STATISTICS	SCORE	x5	DISTINGUISHING FEATURES
	Strength (STR)	11	55	
	Constitution (CON)	13	65	Fit
	Dexterity (DEX)	13	65	Lithe
	Intelligence (INT)	13	65	Sharp
	Power (POW)	14	70	Brave
	Charisma (CHA)	14	70	Friendly
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		12	
	Willpower Points (WP)		14	
Sanity Points (SAN)		70		
Breaking Point (BP)		56		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		14
		14
		14
		14
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	40	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	70	<input type="checkbox"/> Forensics (0%)	20	<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	50	<input type="checkbox"/> Search (20%)	60
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)	40	<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):	20	<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	50	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	30	<input type="checkbox"/> Melee Weapons (30%)	50	<input type="checkbox"/> Unarmed Combat (40%)	70
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%) Land	40	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	40	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	30	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)	20	<input type="checkbox"/> Persuade (20%)	30	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):	20	<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	40			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	40	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=0

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

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INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Tactical body armor - Armour Rating 5				GPS			
	Kevlar helmet - Armour Rating +1							
	Dog tags							
	Night vision goggles							
	* Spare ammunition							
	Tactical light							
	Night vision goggles							
	Military-band radio with earpiece and throat microphone							
	Multitool							
Compass								
Field dressing								
Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.								
16.	WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a)	Unarmed	70%		1D4-1				
(b)	Heavy Rifle	40%	150m	1D12+2 †	5	10%		20
(c)	Combat Knife	50%		1D6	3			
(d)	Hand Grenade	50%	20m			15%	10m	2
(e)								
(f)								
(g)								

REMARKS	17. PERSONAL DETAILS AND NOTES		18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY	
			19. SPECIAL TRAINING	SKILL OR STAT USED
	Please indicate why this agent was recruited and why the agent agreed to be recruited.			

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL GORIS, Asa		2. PROFESSION (RANK IF APPLICABLE) Marine		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Milford, TX		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 43 (MAR 10)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	10	50	
	Constitution (CON)	12	60	
	Dexterity (DEX)	15	75	Nimble
	Intelligence (INT)	11	55	
	Power (POW)	14	70	Brave
	Charisma (CHA)	10	50	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		11	
	Willpower Points (WP)		14	
Sanity Points (SAN)		70		
Breaking Point (BP)		56		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		10
		10
		10
		10
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	30	<input type="checkbox"/> First Aid (10%)	40	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	50	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	20
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	40
	<input type="checkbox"/> Archeology (0%)	20	<input type="checkbox"/> Heavy Weapons (0%)	40	<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	30
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)	40	<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	30
	<input type="checkbox"/> Athletics (30%)	50	<input type="checkbox"/> Medicine (0%)	20	<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	30	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	50
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%) Land	40	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	40	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)	40	<input type="checkbox"/> Persuade (20%)	30	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	50	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	40			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	40	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=0

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

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Tactical body armor - Armour Rating 5				GPS			
	Kevlar helmet - Armour Rating +1							
	Dog tags							
	Night vision goggles							
	* Spare ammunition							
	Tactical light							
	Night vision goggles							
	Military-band radio with earpiece and throat microphone							
	Multitool							
Compass								
Field dressing								
Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.								
16. WEAPONS								
	WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	50%		1D4-1				
	(b) Submachine Gun	40%	50m	1D10 †	5	10%		20
	(c) Combat Knife	30%		1D6	3			
	(d) Hand Grenade	50%	20m			15%	10m	2
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES		18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY	
			19. SPECIAL TRAINING	SKILL OR STAT USED

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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* In chest rig
 † Use Lethality rating if firing bursts

THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL CHOW, Molly			2. PROFESSION (RANK IF APPLICABLE) Marine		
	3. EMPLOYER			4. NATIONALITY (U.S.A.) Pontotoc, TX		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____		6. AGE AND D.O.B. 37 (APR 12)		7. EDUCATION AND OCCUPATIONAL HISTORY	

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	11	55	
	Constitution (CON)	11	55	
	Dexterity (DEX)	13	65	Nimble
	Intelligence (INT)	12	60	
	Power (POW)	13	65	Brave
	Charisma (CHA)	12	60	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		11	
	Willpower Points (WP)		13	
Sanity Points (SAN)		65		
Breaking Point (BP)		52		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		12
		12
		12
		12
	12. MOTIVATIONS AND MENTAL DISORDERS	
	13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE	
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	40	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	50	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)	20	<input type="checkbox"/> Heavy Machinery (10%)	30	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)	40	<input type="checkbox"/> SIGINT (0%)	60
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	30	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)	20	<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	50	<input type="checkbox"/> Medicine (0%)	20	<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	30	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	50
	<input type="checkbox"/> Computer Science (0%)	40	<input type="checkbox"/> Military Science (0%) Land	40	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	40	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	20
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	50	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	40			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	40	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=0

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

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Tactical body armor - Armour Rating 5				GPS			
	Kevlar helmet - Armour Rating +1							
	Dog tags							
	Night vision goggles							
	* Spare ammunition							
	Tactical light							
	Night vision goggles							
	Military-band radio with earpiece and throat microphone							
	Multitool							
Compass								
Field dressing								
Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.								
16.	WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a)	Unarmed	50%		1D4-1				
(b)	Heavy Rifle	40%	150m	1D12+2 †	5	10%		20
(c)	Combat Knife	30%		1D6	3			
(d)	Hand Grenade	50%	20m			15%	10m	2
(e)								
(f)								
(g)								

REMARKS	17. PERSONAL DETAILS AND NOTES		18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY	
			19. SPECIAL TRAINING	SKILL OR STAT USED
	Please indicate why this agent was recruited and why the agent agreed to be recruited.			

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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* In chest rig
† Use Lethality rating if firing bursts

THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL BANE, Lane		2. PROFESSION (RANK IF APPLICABLE) Marine		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Bloomington, IN		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 32 (SEP 13)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	12	60	
	Constitution (CON)	14	70	Robust
	Dexterity (DEX)	15	75	Nimble
	Intelligence (INT)	10	50	
	Power (POW)	11	55	
	Charisma (CHA)	10	50	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		13	
	Willpower Points (WP)		11	
Sanity Points (SAN)		55		
Breaking Point (BP)		44		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		10
		10
		10
		10
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	30	<input type="checkbox"/> First Aid (10%)	40	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	50	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)	20	<input type="checkbox"/> Heavy Machinery (10%)	50	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	40
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	50	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	40
	<input type="checkbox"/> Bureaucracy (10%)	30	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	70
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%) Land	60	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	60	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	40
	<input type="checkbox"/> Demolitions (0%)	20	<input type="checkbox"/> Persuade (20%)	30	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):	20	<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	40			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	40	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=0

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

THIS IS A WORK OF FICTION

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Tactical body armor - Armour Rating 5				GPS			
	Kevlar helmet - Armour Rating +1							
	Dog tags							
	Night vision goggles							
	* Spare ammunition							
	Tactical light							
	Night vision goggles							
	Military-band radio with earpiece and throat microphone							
	Multitool							
Compass								
Field dressing								
Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.								
16.	WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a)	Unarmed	70%		1D4-1				
(b)	Heavy Rifle	40%	150m	1D12+2 †	5	10%		20
(c)	Combat Knife	30%		1D6	3			
(d)	Hand Grenade	50%	20m			15%	10m	2
(e)								
(f)								
(g)								

REMARKS	17. PERSONAL DETAILS AND NOTES		18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY	
			19. SPECIAL TRAINING	SKILL OR STAT USED
	Please indicate why this agent was recruited and why the agent agreed to be recruited.			

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL HOLZMAN, Micaela			2. PROFESSION (RANK IF APPLICABLE) Marine		
	3. EMPLOYER			4. NATIONALITY (U.S.A.) Placida, FL		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____		6. AGE AND D.O.B. 46 (JUN 12)		7. EDUCATION AND OCCUPATIONAL HISTORY	

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	8	40	Puny
	Constitution (CON)	11	55	
	Dexterity (DEX)	16	80	Nimble
	Intelligence (INT)	7	35	Ignorant
	Power (POW)	9	45	
	Charisma (CHA)	8	40	Silent
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		10	
	Willpower Points (WP)		9	
Sanity Points (SAN)		45		
Breaking Point (BP)		36		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		8
		8
		8
		8
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <i>adapted</i> Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <i>adapted</i>		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	40	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	50	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)	60	<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	30	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)	40	<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	30
	<input type="checkbox"/> Athletics (30%)	70	<input type="checkbox"/> Medicine (0%)	20	<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	30	<input type="checkbox"/> Melee Weapons (30%)	50	<input type="checkbox"/> Unarmed Combat (40%)	70
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%) Land	40	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	40	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	30	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	40
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	30	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	40			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	40	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=-1

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

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Tactical body armor - Armour Rating 5				GPS			
	Kevlar helmet - Armour Rating +1							
	Dog tags							
	Night vision goggles							
	* Spare ammunition							
	Tactical light							
	Night vision goggles							
	Military-band radio with earpiece and throat microphone							
	Multitool							
Compass								
Field dressing								
Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.								
16. WEAPONS								
	WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	70%		1D4-2				
	(b) Medium Pistol	40%	15m	1D10				15
	(c) Light Machine.	60%	200m		3	10%	Per burst	200
	(d) Combat Knife	50%		1D6-1	3			
	(e) Hand Grenade	70%	20m			15%	10m	2
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES		18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY	
			19. SPECIAL TRAINING	SKILL OR STAT USED
	Please indicate why this agent was recruited and why the agent agreed to be recruited.			

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL RYALS, Cordell		2. PROFESSION (RANK IF APPLICABLE) Marine		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Burlington, NC		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 33 (OCT 8)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	13	65	Tough
	Constitution (CON)	18	90	Indefatigable
	Dexterity (DEX)	11	55	
	Intelligence (INT)	13	65	Perceptive
	Power (POW)	8	40	Meek
	Charisma (CHA)	14	70	Approachable
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		16	
	Willpower Points (WP)		8	
Sanity Points (SAN)		40		
Breaking Point (BP)		32		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		14
		14
		14
		14
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	40	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	50	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)	20	<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)	20	<input type="checkbox"/> Heavy Weapons (0%)	40	<input type="checkbox"/> SIGINT (0%)	20
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)	40	<input type="checkbox"/> Law (0%)	20	<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	50	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	30	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	50
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%) Land	40	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	40	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)	40	<input type="checkbox"/> Persuade (20%)	30	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	50	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	60			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	60	<input type="checkbox"/> Psychotherapy (10%)	30	<input type="checkbox"/>	

DB=1

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

THIS IS A WORK OF FICTION

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Tactical body armor - Armour Rating 5				GPS			
	Kevlar helmet - Armour Rating +1							
	Dog tags							
	Night vision goggles							
	* Spare ammunition							
	Tactical light							
	Night vision goggles							
	Military-band radio with earpiece and throat microphone							
	Multitool							
Compass								
Field dressing								
Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.								
16.	WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a)	Unarmed	50%		1D4				
(b)	Heavy Rifle	60%	150m	1D12+2 †	5	10%		20
(c)	Combat Knife	30%		1D6+1	3			
(d)	Hand Grenade	50%	20m			15%	10m	2
(e)								
(f)								
(g)								

REMARKS	17. PERSONAL DETAILS AND NOTES		18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY	
			19. SPECIAL TRAINING	SKILL OR STAT USED
	Please indicate why this agent was recruited and why the agent agreed to be recruited.			

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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* In chest rig
† Use Lethality rating if firing bursts

THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL LOCKARD, Katie		2. PROFESSION (RANK IF APPLICABLE) Marine		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Weaverville, CA		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 44 (SEP 17)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	10	50	
	Constitution (CON)	14	70	Robust
	Dexterity (DEX)	15	75	Agile
	Intelligence (INT)	11	55	
	Power (POW)	12	60	
	Charisma (CHA)	10	50	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		12	
	Willpower Points (WP)		12	
Sanity Points (SAN)		60		
Breaking Point (BP)		48		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		10
		10
		10
		10
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	40	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	70	<input type="checkbox"/> Forensics (0%)	20	<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)	20	<input type="checkbox"/> Heavy Weapons (0%)	20	<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	30
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)	40	<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	30
	<input type="checkbox"/> Athletics (30%)	70	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	30	<input type="checkbox"/> Melee Weapons (30%)	50	<input type="checkbox"/> Unarmed Combat (40%)	50
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%) Land	40	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	40	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	40
	<input type="checkbox"/> Demolitions (0%)	40	<input type="checkbox"/> Persuade (20%)	30	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	40			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	40	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=0

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

THIS IS A WORK OF FICTION

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Tactical body armor - Armour Rating 5				GPS			
	Kevlar helmet - Armour Rating +1							
	Dog tags							
	Night vision goggles							
	* Spare ammunition							
	Tactical light							
	Night vision goggles							
	Military-band radio with earpiece and throat microphone							
	Multitool							
Compass								
Field dressing								
Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.								
16.	WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a)	Unarmed	50%		1D4-1				
(b)	Heavy Rifle	40%	150m	1D12+2 †	5	10%		20
(c)	Combat Knife	50%		1D6	3			
(d)	Hand Grenade	70%	20m			15%	10m	2
(e)								
(f)								
(g)								

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY	
		19. SPECIAL TRAINING	SKILL OR STAT USED
	Please indicate why this agent was recruited and why the agent agreed to be recruited.		

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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* In chest rig
 † Use Lethality rating if firing bursts

THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL SHOCKLEY, Jarrett		2. PROFESSION (RANK IF APPLICABLE) Marine		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Mallory, NY		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 52 (OCT 22)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	10	50	
	Constitution (CON)	14	70	Perfect health
	Dexterity (DEX)	11	55	
	Intelligence (INT)	12	60	
	Power (POW)	15	75	Unflinching
	Charisma (CHA)	10	50	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		12	
	Willpower Points (WP)		15	
Sanity Points (SAN)		75		
Breaking Point (BP)		60		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		10
		10
		10
		10
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	40	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	50	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	40
	<input type="checkbox"/> Art (0%):	20	<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	50	<input type="checkbox"/> Medicine (0%)	20	<input type="checkbox"/> Swim (20%)	40
	<input type="checkbox"/> Bureaucracy (10%)	50	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	50
	<input type="checkbox"/> Computer Science (0%)	40	<input type="checkbox"/> Military Science (0%) Land	40	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	40	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	60
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	30	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)	20	<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	60			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	40	<input type="checkbox"/> Psychotherapy (10%)	30	<input type="checkbox"/>	

DB=0

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

THIS IS A WORK OF FICTION

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Tactical body armor - Armour Rating 5				GPS			
	Kevlar helmet - Armour Rating +1							
	Dog tags							
	Night vision goggles							
	* Spare ammunition							
	Tactical light							
	Night vision goggles							
	Military-band radio with earpiece and throat microphone							
	Multitool							
Compass								
Field dressing								
Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.								
16.	WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a)	Unarmed	50%		1D4-1				
(b)	Submachine Gun	40%	50m	1D10 †	5	10%		20
(c)	Combat Knife	30%		1D6	3			
(d)	Hand Grenade	50%	20m			15%	10m	2
(e)								
(f)								
(g)								

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY	
		19. SPECIAL TRAINING	SKILL OR STAT USED
	Please indicate why this agent was recruited and why the agent agreed to be recruited.		

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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* In chest rig
† Use Lethality rating if firing bursts

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL HATTER, Shamika		2. PROFESSION (RANK IF APPLICABLE) Marine		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Corley, WV		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 49 (JUL 1)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	13	65	Muscular
	Constitution (CON)	8	40	Delicate
	Dexterity (DEX)	17	85	Quick
	Intelligence (INT)	14	70	Sharp
	Power (POW)	10	50	
	Charisma (CHA)	10	50	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		10	
	Willpower Points (WP)		10	
Sanity Points (SAN)		50		
Breaking Point (BP)		40		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		10
		10
		10
		10
	12. MOTIVATIONS AND MENTAL DISORDERS	
	13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE	
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	40	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	70	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	20
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	60
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)	40	<input type="checkbox"/> Law (0%)	20	<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	70	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	30	<input type="checkbox"/> Melee Weapons (30%)	50	<input type="checkbox"/> Unarmed Combat (40%)	50
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%) Land	40	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	40	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	30	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)	40	<input type="checkbox"/> Persuade (20%)	30	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	50	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	40			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	40	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=1

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

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Tactical body armor - Armour Rating 5				GPS			
	Kevlar helmet - Armour Rating +1							
	Dog tags							
	Night vision goggles							
	* Spare ammunition							
	Tactical light							
	Night vision goggles							
	Military-band radio with earpiece and throat microphone							
	Multitool							
Compass								
Field dressing								
Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.								
16.	WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a)	Unarmed	50%		1D4				
(b)	Submachine Gun	40%	50m	1D10 †	5	10%		20
(c)	Combat Knife	50%		1D6+1	3			
(d)	Hand Grenade	70%	20m			15%	10m	2
(e)								
(f)								
(g)								

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY	
		19. SPECIAL TRAINING	SKILL OR STAT USED
	Please indicate why this agent was recruited and why the agent agreed to be recruited.		

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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* In chest rig
† Use Lethality rating if firing bursts

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL HYER, Emerson			2. PROFESSION (RANK IF APPLICABLE) Marine		
	3. EMPLOYER			4. NATIONALITY (U.S.A.) Big Stone Gap, VA		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____		6. AGE AND D.O.B. 53 (NOV 21)		7. EDUCATION AND OCCUPATIONAL HISTORY	

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	8	40	Weak
	Constitution (CON)	10	50	
	Dexterity (DEX)	10	50	
	Intelligence (INT)	14	70	Crafty
	Power (POW)	17	85	Indomitable
	Charisma (CHA)	13	65	Likable
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		9	
	Willpower Points (WP)		17	
Sanity Points (SAN)		85		
Breaking Point (BP)		68		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		13
		13
		13
		13
	12. MOTIVATIONS AND MENTAL DISORDERS	
	13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE	
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	30	<input type="checkbox"/> First Aid (10%)	40	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	70	<input type="checkbox"/> Forensics (0%)	20	<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	60
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	40
	<input type="checkbox"/> Art (0%):	20	<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	30
	<input type="checkbox"/> Athletics (30%)	50	<input type="checkbox"/> Medicine (0%)	20	<input type="checkbox"/> Swim (20%)	80
	<input type="checkbox"/> Bureaucracy (10%)	30	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	50
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%) Land	40	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	40	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	30	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):	20	<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	40			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	40	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=-1

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

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Tactical body armor - Armour Rating 5				GPS			
	Kevlar helmet - Armour Rating +1							
	Dog tags							
	Night vision goggles							
	* Spare ammunition							
	Tactical light							
	Night vision goggles							
	Military-band radio with earpiece and throat microphone							
	Multitool							
Compass								
Field dressing								
Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.								
16. WEAPONS								
	WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	50%		1D4-2				
	(b) Submachine Gun	40%	50m	1D10 †	5	10%		20
	(c) Combat Knife	30%		1D6-1	3			
	(d) Hand Grenade	50%	20m			15%	10m	2
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES		18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY	
			19. SPECIAL TRAINING	SKILL OR STAT USED
	Please indicate why this agent was recruited and why the agent agreed to be recruited.			

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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* In chest rig
† Use Lethality rating if firing bursts

THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL KEARNS, Whitney			2. PROFESSION (RANK IF APPLICABLE) Marine		
	3. EMPLOYER			4. NATIONALITY (U.S.A.) Mount Cory, OH		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____		6. AGE AND D.O.B. 38 (MAY 7)		7. EDUCATION AND OCCUPATIONAL HISTORY	

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	12	60	
	Constitution (CON)	15	75	Fit
	Dexterity (DEX)	14	70	Nimble
	Intelligence (INT)	11	55	
	Power (POW)	10	50	
	Charisma (CHA)	10	50	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		14	
	Willpower Points (WP)		10	
Sanity Points (SAN)		50		
Breaking Point (BP)		40		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		10
		10
		10
		10
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <i>adapted</i> Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <i>adapted</i>		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	40	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	50	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)	20	<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	60
	<input type="checkbox"/> Art (0%):	20	<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	30
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	70	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	60
	<input type="checkbox"/> Bureaucracy (10%)	50	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	50
	<input type="checkbox"/> Computer Science (0%)	60	<input type="checkbox"/> Military Science (0%) Land	40	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	40	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	30	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	50	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	40			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	40	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=0

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

THIS IS A WORK OF FICTION

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Tactical body armor - Armour Rating 5				GPS			
	Kevlar helmet - Armour Rating +1							
	Dog tags							
	Night vision goggles							
	* Spare ammunition							
	Tactical light							
	Night vision goggles							
	Military-band radio with earpiece and throat microphone							
	Multitool							
Compass								
Field dressing								
Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.								
16.	WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a)	Unarmed	50%		1D4-1				
(b)	Heavy Rifle	40%	150m	1D12+2 †	5	10%		20
(c)	Combat Knife	30%		1D6	3			
(d)	Hand Grenade	70%	20m			15%	10m	2
(e)								
(f)								
(g)								

REMARKS	17. PERSONAL DETAILS AND NOTES		18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY		
			19. SPECIAL TRAINING	SKILL OR STAT USED	
Please indicate why this agent was recruited and why the agent agreed to be recruited.					

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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* In chest rig
† Use Lethality rating if firing bursts

THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL FAIN, Torrey		2. PROFESSION (RANK IF APPLICABLE) Marine		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Shreveport, LA		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 40 (JUN 18)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	13	65	Sturdy
	Constitution (CON)	12	60	
	Dexterity (DEX)	12	60	
	Intelligence (INT)	11	55	
	Power (POW)	13	65	Unflinching
	Charisma (CHA)	11	55	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		12	
	Willpower Points (WP)		13	
Sanity Points (SAN)		65		
Breaking Point (BP)		52		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		11
		11
		11
		11
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	40	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	70	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	20
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	30	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	30	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)	40	<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	50	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	60
	<input type="checkbox"/> Bureaucracy (10%)	50	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	50
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%) Land	40	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	40	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	30	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	20
	<input type="checkbox"/> Demolitions (0%)	40	<input type="checkbox"/> Persuade (20%)	30	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)	20	<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	40			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	40	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=1

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

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Tactical body armor - Armour Rating 5				GPS			
	Kevlar helmet - Armour Rating +1							
	Dog tags							
	Night vision goggles							
	* Spare ammunition							
	Tactical light							
	Night vision goggles							
	Military-band radio with earpiece and throat microphone							
	Multitool							
Compass								
Field dressing								
Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.								
16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO	
(a) Unarmed	50%		1D4					
(b) Heavy Rifle	40%	150m	1D12+2 †	5	10%		20	
(c) Combat Knife	30%		1D6+1	3				
(d) Hand Grenade	50%	20m			15%	10m	2	
(e)								
(f)								
(g)								

REMARKS	17. PERSONAL DETAILS AND NOTES		18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY	
			19. SPECIAL TRAINING	SKILL OR STAT USED
	Please indicate why this agent was recruited and why the agent agreed to be recruited.			

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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* In chest rig
† Use Lethality rating if firing bursts

THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL CUSTODIO, Holly		2. PROFESSION (RANK IF APPLICABLE) Marine		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Hampton, IA		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 45 (JUN 18)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	9	45	
	Constitution (CON)	14	70	Resistant
	Dexterity (DEX)	11	55	
	Intelligence (INT)	12	60	
	Power (POW)	6	30	Low spirited
	Charisma (CHA)	9	45	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		12	
	Willpower Points (WP)		6	
Sanity Points (SAN)		30		
Breaking Point (BP)		24		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		9
		9
		9
		9
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <i>adapted</i> Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <i>adapted</i>		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	30	<input type="checkbox"/> First Aid (10%)	40	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	50	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	20
	<input type="checkbox"/> Anthropology (0%)	20	<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	60
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	20
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)	20	<input type="checkbox"/> Survival (10%)	30
	<input type="checkbox"/> Athletics (30%)	50	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	40
	<input type="checkbox"/> Bureaucracy (10%)	30	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	50
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%) Land	40	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	40	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	40
	<input type="checkbox"/> Demolitions (0%)	40	<input type="checkbox"/> Persuade (20%)	30	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	60			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	40	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=0

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

THIS IS A WORK OF FICTION

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Tactical body armor - Armour Rating 5				GPS			
	Kevlar helmet - Armour Rating +1							
	Dog tags							
	Night vision goggles							
	* Spare ammunition							
	Tactical light							
	Night vision goggles							
	Military-band radio with earpiece and throat microphone							
	Multitool							
Compass								
Field dressing								
Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.								
16.	WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a)	Unarmed	50%		1D4-1				
(b)	Submachine Gun	40%	50m	1D10 †	5	10%		20
(c)	Combat Knife	30%		1D6	3			
(d)	Hand Grenade	50%	20m			15%	10m	2
(e)								
(f)								
(g)								

REMARKS	17. PERSONAL DETAILS AND NOTES		18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY	
			19. SPECIAL TRAINING	SKILL OR STAT USED
	Please indicate why this agent was recruited and why the agent agreed to be recruited.			

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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* In chest rig
† Use Lethality rating if firing bursts

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL FAZIO, Edwardo		2. PROFESSION (RANK IF APPLICABLE) Marine		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Arthur, NE		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 36 (JUL 4)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	10	50	
	Constitution (CON)	14	70	Resistant
	Dexterity (DEX)	8	40	Awkward
	Intelligence (INT)	13	65	Sharp
	Power (POW)	10	50	
	Charisma (CHA)	17	85	Beguiling
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		12	
	Willpower Points (WP)		10	
Sanity Points (SAN)		50		
Breaking Point (BP)		40		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		17
		17
		17
		17
	12. MOTIVATIONS AND MENTAL DISORDERS	
	13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE	
	Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted	

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	40	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	70	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	60
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	30
			<input type="checkbox"/> HUMINT (10%)	30	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)	40	<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	50	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	30	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	50
	<input type="checkbox"/> Computer Science (0%)	60	<input type="checkbox"/> Military Science (0%) Land	60	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	40	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	50	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)	20	<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	50	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	40			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	40	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=0

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

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Tactical body armor - Armour Rating 5				GPS			
	Kevlar helmet - Armour Rating +1							
	Dog tags							
	Night vision goggles							
	* Spare ammunition							
	Tactical light							
	Night vision goggles							
	Military-band radio with earpiece and throat microphone							
	Multitool							
Compass								
Field dressing								
Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.								
16. WEAPONS								
	WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	50%		1D4-1				
	(b) Heavy Rifle	40%	150m	1D12+2 †	5	10%		20
	(c) Combat Knife	30%		1D6	3			
	(d) Hand Grenade	50%	20m			15%	10m	2
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES		18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY	
			19. SPECIAL TRAINING	SKILL OR STAT USED
	Please indicate why this agent was recruited and why the agent agreed to be recruited.			

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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* In chest rig
† Use Lethality rating if firing bursts

THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL KAUTZ, Charlotte		2. PROFESSION (RANK IF APPLICABLE) Marine		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Rock River, WY		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 40 (SEP 28)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	10	50	
	Constitution (CON)	12	60	
	Dexterity (DEX)	10	50	
	Intelligence (INT)	14	70	Ingenious
	Power (POW)	15	75	Strong-willed
	Charisma (CHA)	11	55	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		11	
	Willpower Points (WP)		15	
Sanity Points (SAN)		75		
Breaking Point (BP)		60		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		11
		11
		11
		11
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	40	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	50	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)	20	<input type="checkbox"/> Heavy Weapons (0%)	20	<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	30	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	20
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	50	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	60
	<input type="checkbox"/> Bureaucracy (10%)	30	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	70
	<input type="checkbox"/> Computer Science (0%)	40	<input type="checkbox"/> Military Science (0%) Land	40	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	40	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	40
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	30	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	30	<input type="checkbox"/> Pharmacy (0%)	20	<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	50	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	40			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	40	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=0

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

THIS IS A WORK OF FICTION

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Tactical body armor - Armour Rating 5				GPS			
	Kevlar helmet - Armour Rating +1							
	Dog tags							
	Night vision goggles							
	* Spare ammunition							
	Tactical light							
	Night vision goggles							
	Military-band radio with earpiece and throat microphone							
	Multitool							
Compass								
Field dressing								
Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.								
16.	WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a)	Unarmed	70%		1D4-1				
(b)	Submachine Gun	40%	50m	1D10 †	5	10%		20
(c)	Combat Knife	30%		1D6	3			
(d)	Hand Grenade	50%	20m			15%	10m	2
(e)								
(f)								
(g)								

REMARKS	17. PERSONAL DETAILS AND NOTES				18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY			
					19. SPECIAL TRAINING		SKILL OR STAT USED	
	Please indicate why this agent was recruited and why the agent agreed to be recruited.							

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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* In chest rig

† Use Lethality rating if firing bursts

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL WALLS, Kristopher		2. PROFESSION (RANK IF APPLICABLE) Marine		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Brazil, IN		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 26 (JUN 19)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	13	65	Tough
	Constitution (CON)	12	60	
	Dexterity (DEX)	13	65	Lite
	Intelligence (INT)	11	55	
	Power (POW)	12	60	
	Charisma (CHA)	11	55	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		12	
	Willpower Points (WP)		12	
Sanity Points (SAN)		60		
Breaking Point (BP)		48		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		11
		11
		11
		11
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	60	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	70	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)	20	<input type="checkbox"/> Heavy Machinery (10%)	50	<input type="checkbox"/> Search (20%)	60
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)	40	<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	20
	<input type="checkbox"/> Artillery (0%)	20	<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	50	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	30	<input type="checkbox"/> Melee Weapons (30%)	50	<input type="checkbox"/> Unarmed Combat (40%)	50
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%) Land	40	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	40	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	50	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	60			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	40	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=1

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

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Tactical body armor - Armour Rating 5				GPS			
	Kevlar helmet - Armour Rating +1							
	Dog tags							
	Night vision goggles							
	* Spare ammunition							
	Tactical light							
	Night vision goggles							
	Military-band radio with earpiece and throat microphone							
	Multitool							
Compass								
Field dressing								
Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.								
16.	WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a)	Unarmed	50%		1D4				
(b)	Heavy Rifle	40%	150m	1D12+2 †	5	10%		20
(c)	Combat Knife	50%		1D6+1	3			
(d)	Hand Grenade	50%	20m			15%	10m	2
(e)								
(f)								
(g)								

REMARKS	17. PERSONAL DETAILS AND NOTES		18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY	
			19. SPECIAL TRAINING	SKILL OR STAT USED
	Please indicate why this agent was recruited and why the agent agreed to be recruited.			

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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* In chest rig
† Use Lethality rating if firing bursts

THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL PESINA, Mckenzie		2. PROFESSION (RANK IF APPLICABLE) Marine		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Munson, PA		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 55 (AUG 24)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	8	40	Weak
	Constitution (CON)	13	65	Resilient
	Dexterity (DEX)	14	70	Quick footed
	Intelligence (INT)	7	35	Oblivious
	Power (POW)	7	35	Tense
	Charisma (CHA)	12	60	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		10	
	Willpower Points (WP)		7	
Sanity Points (SAN)		35		
Breaking Point (BP)		28		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		12
		12
		12
		12
	12. MOTIVATIONS AND MENTAL DISORDERS	
	13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE	
	Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted	

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	30	<input type="checkbox"/> First Aid (10%)	40	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	50	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	50	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)	40	<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	20
	<input type="checkbox"/> Artillery (0%)	20	<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	50	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	30	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	50
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%) Land	40	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	40	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	30	<input type="checkbox"/>	40
	<input type="checkbox"/> Demolitions (0%)	20	<input type="checkbox"/> Persuade (20%)	50	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):	20	<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	40			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	60	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=-1

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

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Tactical body armor - Armour Rating 5				GPS			
	Kevlar helmet - Armour Rating +1							
	Dog tags							
	Night vision goggles							
	* Spare ammunition							
	Tactical light							
	Night vision goggles							
	Military-band radio with earpiece and throat microphone							
	Multitool							
Compass								
Field dressing								
Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.								
16.	WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a)	Unarmed	50%		1D4-2				
(b)	Heavy Rifle	60%	150m	1D12+2 †	5	10%		20
(c)	Combat Knife	30%		1D6-1	3			
(d)	Hand Grenade	50%	20m			15%	10m	2
(e)								
(f)								
(g)								

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY	
Please indicate why this agent was recruited and why the agent agreed to be recruited.			

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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* In chest rig
† Use Lethality rating if firing bursts

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DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL GILROY, Wesley		2. PROFESSION (RANK IF APPLICABLE) Marine		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Pine Haven, WY		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 42 (DEC 17)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	13	65	Tough
	Constitution (CON)	11	55	
	Dexterity (DEX)	13	65	Slick
	Intelligence (INT)	11	55	
	Power (POW)	12	60	
	Charisma (CHA)	12	60	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		12	
	Willpower Points (WP)		12	
Sanity Points (SAN)		60		
Breaking Point (BP)		48		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		12
		12
		12
		12
	12. MOTIVATIONS AND MENTAL DISORDERS	
	13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE	
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	40	<input type="checkbox"/> Ride (10%)	30
	<input type="checkbox"/> Alertness (20%)	50	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	40
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):	20	<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)	40	<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	50	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	60
	<input type="checkbox"/> Bureaucracy (10%)	50	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	50
	<input type="checkbox"/> Computer Science (0%)	40	<input type="checkbox"/> Military Science (0%) Land	40	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	60	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	50	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)	20	<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	60			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	40	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=1

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

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Tactical body armor - Armour Rating 5				GPS			
	Kevlar helmet - Armour Rating +1							
	Dog tags							
	Night vision goggles							
	* Spare ammunition							
	Tactical light							
	Night vision goggles							
	Military-band radio with earpiece and throat microphone							
	Multitool							
Compass								
Field dressing								
Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.								
16. WEAPONS								
	WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	50%		1D4				
	(b) Heavy Rifle	40%	150m	1D12+2 †	5	10%		20
	(c) Combat Knife	30%		1D6+1	3			
	(d) Hand Grenade	50%	20m			15%	10m	2
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES		18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY	
			19. SPECIAL TRAINING	SKILL OR STAT USED
	Please indicate why this agent was recruited and why the agent agreed to be recruited.			

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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* In chest rig
† Use Lethality rating if firing bursts

THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL SHY, Laurel		2. PROFESSION (RANK IF APPLICABLE) Marine		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Croswell, MI		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 25 (MAY 6)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	9	45	
	Constitution (CON)	12	60	
	Dexterity (DEX)	15	75	Agile
	Intelligence (INT)	14	70	Canny
	Power (POW)	18	90	Imperturbable
	Charisma (CHA)	12	60	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		10	
	Willpower Points (WP)		18	
Sanity Points (SAN)		90		
Breaking Point (BP)		72		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		12
		12
		12
		12
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <i>adapted</i> Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <i>adapted</i>		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	40	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	50	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)	20	<input type="checkbox"/> Heavy Machinery (10%)	70	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	50	<input type="checkbox"/> Medicine (0%)	20	<input type="checkbox"/> Swim (20%)	80
	<input type="checkbox"/> Bureaucracy (10%)	30	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	50
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%) Land	40	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	60	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)	40	<input type="checkbox"/> Persuade (20%)	50	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)	20	<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	50	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	40			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	40	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=0

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

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INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Tactical body armor - Armour Rating 5				GPS			
	Kevlar helmet - Armour Rating +1							
	Dog tags							
	Night vision goggles							
	* Spare ammunition							
	Tactical light							
	Night vision goggles							
	Military-band radio with earpiece and throat microphone							
	Multitool							
Compass								
Field dressing								
Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.								
16.	WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a)	Unarmed	50%		1D4-1				
(b)	Medium Pistol	40%	15m	1D10				15
(c)	Light Machine.	10%	200m		3	10%	Per burst	200
(d)	Combat Knife	30%		1D6	3			
(e)	Hand Grenade	50%	20m			15%	10m	2
(f)								
(g)								

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY	
		19. SPECIAL TRAINING	SKILL OR STAT USED
	Please indicate why this agent was recruited and why the agent agreed to be recruited.		

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL KARLE, Jorge		2. PROFESSION (RANK IF APPLICABLE) Marine		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Downey, CA		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 31 (JUN 8)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES	PSYCHOLOGICAL DATA	11. BONDS	SCORE
	Strength (STR)	13	65	Sturdy		14	
	Constitution (CON)	8	40	Unfit		14	
	Dexterity (DEX)	17	85	Quick		14	
	Intelligence (INT)	10	50			14	
	Power (POW)	10	50				
	Charisma (CHA)	14	70	Likable			
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT		12. MOTIVATIONS AND MENTAL DISORDERS	
	Hit Points (HP)		10				
	Willpower Points (WP)		10				
Sanity Points (SAN)		50					
Breaking Point (BP)		40					
10. PHYSICAL DESCRIPTION					13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
					Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	40	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	50	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	50	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)	20	<input type="checkbox"/> SIGINT (0%)	20
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	30	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	70	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	60
	<input type="checkbox"/> Bureaucracy (10%)	30	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	50
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%) Land	40	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	40	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	30	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	40
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	30	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)	20	<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	60			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	40	<input type="checkbox"/> Psychotherapy (10%)	30	<input type="checkbox"/>	

DB=1

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

THIS IS A WORK OF FICTION

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Tactical body armor - Armour Rating 5				GPS			
	Kevlar helmet - Armour Rating +1							
	Dog tags							
	Night vision goggles							
	* Spare ammunition							
	Tactical light							
	Night vision goggles							
	Military-band radio with earpiece and throat microphone							
	Multitool							
Compass								
Field dressing								
Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.								
16. WEAPONS								
	WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	50%		1D4				
	(b) Medium Pistol	40%	15m	1D10				15
	(c) Grenade...	20%	300m		3	15% †	Per burst	100
	(d) Combat Knife	30%		1D6+1	3			
	(e) Hand Grenade	70%	20m			15%	10m	2
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES				18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY			
					19. SPECIAL TRAINING		SKILL OR STAT USED	
Please indicate why this agent was recruited and why the agent agreed to be recruited.								

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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* In chest rig
† If firing a burst (5 grenades),
Lethality is 20%

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL QUEZADA, Tiffanie			2. PROFESSION (RANK IF APPLICABLE) Marine		
	3. EMPLOYER			4. NATIONALITY (U.S.A.) Randlett, UT		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____		6. AGE AND D.O.B. 28 (JAN 28)		7. EDUCATION AND OCCUPATIONAL HISTORY	

STATISTICAL DATA	8. STATISTICS	SCORE	x5	DISTINGUISHING FEATURES
	Strength (STR)	15	75	Muscular
	Constitution (CON)	14	70	Fit
	Dexterity (DEX)	15	75	Quick footed
	Intelligence (INT)	9	45	
	Power (POW)	14	70	Strong-willed
	Charisma (CHA)	17	85	Magnetic
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		14	
	Willpower Points (WP)		14	
Sanity Points (SAN)		70		
Breaking Point (BP)		56		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		17
		17
		17
		17
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	40	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	50	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	20
	<input type="checkbox"/> Anthropology (0%)	20	<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	80
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	40
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	50	<input type="checkbox"/> Medicine (0%)	20	<input type="checkbox"/> Swim (20%)	60
	<input type="checkbox"/> Bureaucracy (10%)	30	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	50
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%) Land	40	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):	20	<input type="checkbox"/> Navigate (10%)	40	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	30	<input type="checkbox"/> Occult (10%)	30	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	30	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):	20	<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	40			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	40	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=1

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

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Tactical body armor - Armour Rating 5				GPS			
	Kevlar helmet - Armour Rating +1							
	Dog tags							
	Night vision goggles							
	* Spare ammunition							
	Tactical light							
	Night vision goggles							
	Military-band radio with earpiece and throat microphone							
	Multitool							
Compass								
Field dressing								
Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.								
16. WEAPONS								
	WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	50%		1D4				
	(b) Medium Pistol	40%	15m	1D10				15
	(c) Light Machine.	0%	200m		3	10%	Per burst	200
	(d) Combat Knife	30%		1D6+1	3			
	(e) Hand Grenade	50%	20m			15%	10m	2
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES		18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY	
			19. SPECIAL TRAINING	SKILL OR STAT USED
	Please indicate why this agent was recruited and why the agent agreed to be recruited.			

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL FRANKO, Elliott		2. PROFESSION (RANK IF APPLICABLE) Marine		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Rochester, NY		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 55 (OCT 17)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	7	35	Puny
	Constitution (CON)	15	75	Robust
	Dexterity (DEX)	15	75	Slick
	Intelligence (INT)	16	80	Ingenious
	Power (POW)	12	60	
	Charisma (CHA)	17	85	Beguiling
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		11	
	Willpower Points (WP)		12	
Sanity Points (SAN)		60		
Breaking Point (BP)		48		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		17
		17
		17
		17
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	40	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	50	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	20
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	50	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)	40	<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	30	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	30	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)	20	<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	30
	<input type="checkbox"/> Athletics (30%)	50	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	30	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	50
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%) Land	40	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	40	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	30	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)	60	<input type="checkbox"/> Persuade (20%)	30	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	30	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	40			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	40	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=-1

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

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Tactical body armor - Armour Rating 5				GPS			
	Kevlar helmet - Armour Rating +1							
	Dog tags							
	Night vision goggles							
	* Spare ammunition							
	Tactical light							
	Night vision goggles							
	Military-band radio with earpiece and throat microphone							
	Multitool							
Compass								
Field dressing								
Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.								
16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO	
(a) Unarmed	50%		1D4-2					
(b) Medium Pistol	40%	15m	1D10				15	
(c) Light Machine.	40%	200m		3	10%	Per burst	200	
(d) Combat Knife	30%		1D6-1	3				
(e) Hand Grenade	50%	20m			15%	10m	2	
(f)								
(g)								

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY	
		19. SPECIAL TRAINING	SKILL OR STAT USED
	Please indicate why this agent was recruited and why the agent agreed to be recruited.		

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL WESTERMAN, Amber			2. PROFESSION (RANK IF APPLICABLE) Marine		
	3. EMPLOYER			4. NATIONALITY (U.S.A.) North Bellmore, NY		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____		6. AGE AND D.O.B. 32 (MAY 6)		7. EDUCATION AND OCCUPATIONAL HISTORY	

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	12	60	
	Constitution (CON)	15	75	Resilient
	Dexterity (DEX)	10	50	
	Intelligence (INT)	14	70	Quick witted
	Power (POW)	11	55	
	Charisma (CHA)	10	50	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		14	
	Willpower Points (WP)		11	
Sanity Points (SAN)		55		
Breaking Point (BP)		44		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		10
		10
		10
		10
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	40	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	50	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)	20	<input type="checkbox"/> SIGINT (0%)	20
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	30	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	30	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	50	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	60
	<input type="checkbox"/> Bureaucracy (10%)	30	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	70
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%) Land	40	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):	20	<input type="checkbox"/> Navigate (10%)	40	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	40
	<input type="checkbox"/> Demolitions (0%)	40	<input type="checkbox"/> Persuade (20%)	30	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):	20	<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	40			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	40	<input type="checkbox"/> Psychotherapy (10%)	30	<input type="checkbox"/>	

DB=0

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

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Tactical body armor - Armour Rating 5				GPS			
	Kevlar helmet - Armour Rating +1							
	Dog tags							
	Night vision goggles							
	* Spare ammunition							
	Tactical light							
	Night vision goggles							
	Military-band radio with earpiece and throat microphone							
	Multitool							
Compass								
Field dressing								
Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.								
16.	WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a)	Unarmed	70%		1D4-1				
(b)	Submachine Gun	40%	50m	1D10 †	5	10%		20
(c)	Combat Knife	30%		1D6	3			
(d)	Hand Grenade	50%	20m			15%	10m	2
(e)								
(f)								
(g)								

REMARKS	17. PERSONAL DETAILS AND NOTES		18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY	
			19. SPECIAL TRAINING	SKILL OR STAT USED
	Please indicate why this agent was recruited and why the agent agreed to be recruited.			

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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* In chest rig
† Use Lethality rating if firing bursts

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DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL DOODY, Rene		2. PROFESSION (RANK IF APPLICABLE) Marine		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Humble, TX		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 44 (FEB 4)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	12	60	
	Constitution (CON)	11	55	
	Dexterity (DEX)	10	50	
	Intelligence (INT)	14	70	Ingenious
	Power (POW)	15	75	Brave
	Charisma (CHA)	10	50	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		12	
	Willpower Points (WP)		15	
Sanity Points (SAN)		75		
Breaking Point (BP)		60		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS		SCORE	
			10	
			10	
			10	
			10	
	12. MOTIVATIONS AND MENTAL DISORDERS			
	13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE			
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted				

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	40	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	50	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)	20	<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	30	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)	60	<input type="checkbox"/> Law (0%)	20	<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	50	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	40
	<input type="checkbox"/> Bureaucracy (10%)	30	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	50
	<input type="checkbox"/> Computer Science (0%)	20	<input type="checkbox"/> Military Science (0%) Land	40	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	40	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	60
	<input type="checkbox"/> Demolitions (0%)	40	<input type="checkbox"/> Persuade (20%)	30	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	50	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	40			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	40	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=0

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

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INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Tactical body armor - Armour Rating 5				GPS			
	Kevlar helmet - Armour Rating +1							
	Dog tags							
	Night vision goggles							
	* Spare ammunition							
	Tactical light							
	Night vision goggles							
	Military-band radio with earpiece and throat microphone							
	Multitool							
Compass								
Field dressing								
Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.								
16.	WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a)	Unarmed	50%		1D4-1				
(b)	Medium Pistol	40%	15m	1D10				15
(c)	Light Machine.	20%	200m		3	10%	Per burst	200
(d)	Combat Knife	30%		1D6	3			
(e)	Hand Grenade	50%	20m			15%	10m	2
(f)								
(g)								

REMARKS	17. PERSONAL DETAILS AND NOTES		18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY	
			19. SPECIAL TRAINING	SKILL OR STAT USED
	Please indicate why this agent was recruited and why the agent agreed to be recruited.			

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL EBERSOLE, Charlene		2. PROFESSION (RANK IF APPLICABLE) Media Specialist		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Ballinger, TX		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 28 (MAY 1)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	10	50	
	Constitution (CON)	12	60	
	Dexterity (DEX)	14	70	Lithe
	Intelligence (INT)	15	75	Sharp
	Power (POW)	11	55	
	Charisma (CHA)	10	50	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		11	
	Willpower Points (WP)		11	
Sanity Points (SAN)		55		
Breaking Point (BP)		44		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		10
		10
		10
		10
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	20	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)	40	<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):	60	<input type="checkbox"/> History (10%)	40	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	40	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)	40	<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)	20	<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	70	<input type="checkbox"/> Melee Weapons (30%)	50	<input type="checkbox"/> Unarmed Combat (40%)	60
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):	40	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	50	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	50	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	30	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	50	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	40			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	40	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=0

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

THIS IS A WORK OF FICTION

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	60%		1D4-1				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY	
		19. SPECIAL TRAINING	SKILL OR STAT USED
		Please indicate why this agent was recruited and why the agent agreed to be recruited.	

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL NEILSEN, Omar		2. PROFESSION (RANK IF APPLICABLE) Media Specialist		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) West Yellowstone, MT		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 51 (JAN 7)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	10	50	
	Constitution (CON)	17	85	Tough
	Dexterity (DEX)	8	40	Uncoordinated
	Intelligence (INT)	14	70	Perceptive
	Power (POW)	13	65	Forbearing
	Charisma (CHA)	10	50	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		14	
	Willpower Points (WP)		13	
Sanity Points (SAN)		65		
Breaking Point (BP)		52		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		10
		10
		10
		10
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	20	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	40
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)	20	<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):	60 40	<input type="checkbox"/> History (10%)	60	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	40	<input type="checkbox"/> Surgery (0%)	20
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	30
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)	20	<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	50	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	40
	<input type="checkbox"/> Computer Science (0%)	20	<input type="checkbox"/> Military Science (0%):	60	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	30	<input type="checkbox"/>	40
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	50	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	20			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	20	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=0

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

THIS IS A WORK OF FICTION

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	40%		1D4-1				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY	
		19. SPECIAL TRAINING	SKILL OR STAT USED
		Please indicate why this agent was recruited and why the agent agreed to be recruited.	

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL SHEAR, Britany		2. PROFESSION (RANK IF APPLICABLE) Media Specialist		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Murray, UT		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 54 (FEB 25)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	12	60	
	Constitution (CON)	14	70	Resistant
	Dexterity (DEX)	15	75	Slick
	Intelligence (INT)	10	50	
	Power (POW)	11	55	
	Charisma (CHA)	10	50	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		13	
	Willpower Points (WP)		11	
Sanity Points (SAN)		55		
Breaking Point (BP)		44		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		10
		10
		10
		10
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	20	<input type="checkbox"/> Forensics (0%)	20	<input type="checkbox"/> Science (0%):	40
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):	60	<input type="checkbox"/> History (10%)	40	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	40	<input type="checkbox"/> Surgery (0%)	20
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)	20	<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)	20	<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	10	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	40
	<input type="checkbox"/> Computer Science (0%)	60	<input type="checkbox"/> Military Science (0%):	40	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	50	<input type="checkbox"/> Occult (10%)	30	<input type="checkbox"/>	40
	<input type="checkbox"/> Demolitions (0%)	20	<input type="checkbox"/> Persuade (20%)	70	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	20			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	20	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=0

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

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	40%		1D4-1				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY
		19. SPECIAL TRAINING
		SKILL OR STAT USED

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL CARY, Willie		2. PROFESSION (RANK IF APPLICABLE) Media Specialist		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Lewis, NY		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 49 (OCT 19)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES	PSYCHOLOGICAL DATA	11. BONDS	SCORE	
	Strength (STR)	8	40	Weak			11	
	Constitution (CON)	15	75	Resistant			11	
	Dexterity (DEX)	14	70	Deft			11	
	Intelligence (INT)	15	75	Sharp			11	
	Power (POW)	9	45					
	Charisma (CHA)	11	55					
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT		12. MOTIVATIONS AND MENTAL DISORDERS		
	Hit Points (HP)		12					
	Willpower Points (WP)		9					
Sanity Points (SAN)		45						
Breaking Point (BP)		36						
10. PHYSICAL DESCRIPTION					13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE			
					Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted			

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	20	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	40
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)	40	<input type="checkbox"/> Heavy Weapons (0%)	20	<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):	80	<input type="checkbox"/> History (10%)	40	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	40	<input type="checkbox"/> Surgery (0%)	20
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	30
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	50	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	40
	<input type="checkbox"/> Computer Science (0%)	40	<input type="checkbox"/> Military Science (0%):	20	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):	20	<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	50	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	50	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	50	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	40			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	20	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

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

DB=-1

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	40%		1D4-2				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY
		19. SPECIAL TRAINING
		SKILL OR STAT USED

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL HOOKER, Hilda		2. PROFESSION (RANK IF APPLICABLE) Media Specialist		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Eldon, MO		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 35 (AUG 9)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	12	60	
	Constitution (CON)	12	60	
	Dexterity (DEX)	11	55	
	Intelligence (INT)	13	65	Sharp
	Power (POW)	13	65	Brave
	Charisma (CHA)	11	55	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		12	
	Willpower Points (WP)		13	
Sanity Points (SAN)		65		
Breaking Point (BP)		52		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		11
		11
		11
		11
	12. MOTIVATIONS AND MENTAL DISORDERS	
	13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE	
	Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted	

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	20	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	20
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)	20	<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	20
	<input type="checkbox"/> Art (0%):	60 40	<input type="checkbox"/> History (10%)	40	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	40	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)	20	<input type="checkbox"/> Law (0%)	40	<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	10	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	60
	<input type="checkbox"/> Computer Science (0%)	40	<input type="checkbox"/> Military Science (0%):	40	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):	20	<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	50	<input type="checkbox"/>	20
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	50	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)	20	<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	20			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	20	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=0

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

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	60%		1D4-1				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY
		19. SPECIAL TRAINING
		SKILL OR STAT USED

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL WHITTENBURG, Edmund		2. PROFESSION (RANK IF APPLICABLE) Media Specialist		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Hardin, IL		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 34 (DEC 19)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	11	55	
	Constitution (CON)	14	70	Robust
	Dexterity (DEX)	8	40	Uncoordinated
	Intelligence (INT)	15	75	Cunning
	Power (POW)	12	60	
	Charisma (CHA)	15	75	Affable
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		12	
	Willpower Points (WP)		12	
Sanity Points (SAN)		60		
Breaking Point (BP)		48		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		15
		15
		15
		15
	12. MOTIVATIONS AND MENTAL DISORDERS	
	13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE	
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <i>adapted</i> Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <i>adapted</i>		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	30	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	20	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):	60	<input type="checkbox"/> History (10%)	40	<input type="checkbox"/> Stealth (10%)	30
			<input type="checkbox"/> HUMINT (10%)	40	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)	20	<input type="checkbox"/> Law (0%)	40	<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	50	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	60
	<input type="checkbox"/> Computer Science (0%)	60	<input type="checkbox"/> Military Science (0%):	40	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	30	<input type="checkbox"/>	60
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	50	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	20			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	20	<input type="checkbox"/> Psychotherapy (10%)	30	<input type="checkbox"/>	

DB=0

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

THIS IS A WORK OF FICTION

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	60%		1D4-1				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY	
		19. SPECIAL TRAINING	SKILL OR STAT USED

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL GOODSPEED, Laura		2. PROFESSION (RANK IF APPLICABLE) Media Specialist		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Greensburg, KS		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 33 (FEB 7)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES	PSYCHOLOGICAL DATA	11. BONDS	SCORE	
	Strength (STR)	13	65	Sturdy			12	
	Constitution (CON)	11	55				12	
	Dexterity (DEX)	12	60				12	
	Intelligence (INT)	13	65	Ingenious			12	
	Power (POW)	11	55					
	Charisma (CHA)	12	60					
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT		12. MOTIVATIONS AND MENTAL DISORDERS		
	Hit Points (HP)		12					
	Willpower Points (WP)		11					
Sanity Points (SAN)		55						
Breaking Point (BP)		44						
10. PHYSICAL DESCRIPTION					13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE			
					Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted			

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	40	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)	40	<input type="checkbox"/> Heavy Machinery (10%)	30	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)	40	<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):	80	<input type="checkbox"/> History (10%)	40	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	40	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	40
	<input type="checkbox"/> Bureaucracy (10%)	10	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	60
	<input type="checkbox"/> Computer Science (0%)	40	<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	50	<input type="checkbox"/> Occult (10%)	50	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)	20	<input type="checkbox"/> Persuade (20%)	50	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)	20	<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	40			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	20	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=1

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

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	60%		1D4				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY	
		19. SPECIAL TRAINING	SKILL OR STAT USED
		Please indicate why this agent was recruited and why the agent agreed to be recruited.	

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL OXLEY, Cristopher		2. PROFESSION (RANK IF APPLICABLE) Media Specialist		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) South Edmeston, NY		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 46 (FEB 7)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	13	65	Tough
	Constitution (CON)	11	55	
	Dexterity (DEX)	13	65	Slick
	Intelligence (INT)	12	60	
	Power (POW)	11	55	
	Charisma (CHA)	12	60	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		12	
	Willpower Points (WP)		11	
Sanity Points (SAN)		55		
Breaking Point (BP)		44		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		12
		12
		12
		12
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	40	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	40
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):	80 40	<input type="checkbox"/> History (10%)	40	<input type="checkbox"/> Stealth (10%)	30
			<input type="checkbox"/> HUMINT (10%)	40	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)	20	<input type="checkbox"/> Law (0%)	40	<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	10	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	40
	<input type="checkbox"/> Computer Science (0%)	40	<input type="checkbox"/> Military Science (0%):	60	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	20
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	50	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	30	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	20			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	40	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=1

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

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	40%		1D4				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY		
		19. SPECIAL TRAINING	SKILL OR STAT USED	
Please indicate why this agent was recruited and why the agent agreed to be recruited.				

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL BAUCOM, Breann		2. PROFESSION (RANK IF APPLICABLE) Media Specialist		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Belvidere, TN		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 27 (MAR 10)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES	PSYCHOLOGICAL DATA	11. BONDS	SCORE	
	Strength (STR)	15	75	Brawny			11	
	Constitution (CON)	10	50				11	
	Dexterity (DEX)	14	70	Slick			11	
	Intelligence (INT)	12	60				11	
	Power (POW)	10	50					
	Charisma (CHA)	11	55					
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT		12. MOTIVATIONS AND MENTAL DISORDERS		
	Hit Points (HP)		12					
	Willpower Points (WP)		10					
Sanity Points (SAN)		50						
Breaking Point (BP)		40						
10. PHYSICAL DESCRIPTION				13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE				
				Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <i>adapted</i> Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <i>adapted</i>				

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	30
	<input type="checkbox"/> Alertness (20%)	20	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	60
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):	60 40	<input type="checkbox"/> History (10%)	40	<input type="checkbox"/> Stealth (10%)	10
	<input type="checkbox"/> Artillery (0%)	20	<input type="checkbox"/> HUMINT (10%)	40	<input type="checkbox"/> Surgery (0%)	20
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Law (0%)	40	<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Bureaucracy (10%)	10	<input type="checkbox"/> Medicine (0%)	20	<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	40
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Criminology (10%)	50	<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Occult (10%)	30	<input type="checkbox"/>	60
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Persuade (20%)	50	<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	20	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	20	<input type="checkbox"/> Psychotherapy (10%)	30	<input type="checkbox"/>	

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

DB=1

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	40%		1D4				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY	
		19. SPECIAL TRAINING	SKILL OR STAT USED
		Please indicate why this agent was recruited and why the agent agreed to be recruited.	

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL CARUTHERS, Donta		2. PROFESSION (RANK IF APPLICABLE) Media Specialist		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Punta Gorda, FL		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 32 (MAR 24)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES	PSYCHOLOGICAL DATA	11. BONDS	SCORE
	Strength (STR)	15	75	Brawny			12
	Constitution (CON)	10	50				12
	Dexterity (DEX)	13	65	Quick footed			12
	Intelligence (INT)	14	70	Canny			12
	Power (POW)	10	50				
	Charisma (CHA)	12	60				
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT		12. MOTIVATIONS AND MENTAL DISORDERS	
	Hit Points (HP)		12				
	Willpower Points (WP)		10				
Sanity Points (SAN)		50					
Breaking Point (BP)		40					
10. PHYSICAL DESCRIPTION				13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE			
				Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <i>adapted</i> Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <i>adapted</i>			

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	30	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	20	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	40
	<input type="checkbox"/> Anthropology (0%)	20	<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):	60 40	<input type="checkbox"/> History (10%)	40	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	40	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)	60	<input type="checkbox"/> Survival (10%)	30
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	10	<input type="checkbox"/> Melee Weapons (30%)	50	<input type="checkbox"/> Unarmed Combat (40%)	40
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):	40	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):	20	<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	30	<input type="checkbox"/> Occult (10%)	50	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	50	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	30	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	20			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	20	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=1

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

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	40%		1D4				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY		
		19. SPECIAL TRAINING	SKILL OR STAT USED	
Please indicate why this agent was recruited and why the agent agreed to be recruited.				

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL KRUM, Kortney		2. PROFESSION (RANK IF APPLICABLE) Media Specialist		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Waynesville, OH		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 31 (DEC 6)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES	PSYCHOLOGICAL DATA	11. BONDS	SCORE
	Strength (STR)	13	65	Sturdy		10	
	Constitution (CON)	17	85	Tough		10	
	Dexterity (DEX)	8	40	Graceless		10	
	Intelligence (INT)	14	70	Astute		10	
	Power (POW)	10	50				
	Charisma (CHA)	10	50				
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT		12. MOTIVATIONS AND MENTAL DISORDERS	
	Hit Points (HP)		15				
	Willpower Points (WP)		10				
Sanity Points (SAN)		50					
Breaking Point (BP)		40					
10. PHYSICAL DESCRIPTION					13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
					Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	20	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	20
	<input type="checkbox"/> Anthropology (0%)	60	<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	40
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)	20	<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):	60 40	<input type="checkbox"/> History (10%)	40	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	60	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)	60	<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	50	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	40
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):	40	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	30	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	50	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	20			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	40	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=1

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

THIS IS A WORK OF FICTION

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	40%		1D4				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY
		19. SPECIAL TRAINING
		SKILL OR STAT USED

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL NETTLETON, Efren		2. PROFESSION (RANK IF APPLICABLE) Media Specialist		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Bartlett, NE		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 28 (MAY 28)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	12	60	
	Constitution (CON)	13	65	Resilient
	Dexterity (DEX)	11	55	
	Intelligence (INT)	13	65	Sharp
	Power (POW)	12	60	
	Charisma (CHA)	11	55	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		12	
	Willpower Points (WP)		12	
Sanity Points (SAN)		60		
Breaking Point (BP)		48		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		11
		11
		11
		11
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	20	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	40
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)	20	<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):	60 40	<input type="checkbox"/> History (10%)	40	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	40	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	40
	<input type="checkbox"/> Bureaucracy (10%)	30	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	40
	<input type="checkbox"/> Computer Science (0%)	40	<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):	20	<input type="checkbox"/> Navigate (10%)	30	Foreign Languages and Other Skills:	
			<input type="checkbox"/> Occult (10%)	50	<input type="checkbox"/>	20
	<input type="checkbox"/> Criminology (10%)	50	<input type="checkbox"/> Persuade (20%)	50	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)	20	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	50			<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	20			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	20	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=0

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

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	40%		1D4-1				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY	
		19. SPECIAL TRAINING	SKILL OR STAT USED
		Please indicate why this agent was recruited and why the agent agreed to be recruited.	

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL VANETTEN, Julianne		2. PROFESSION (RANK IF APPLICABLE) Media Specialist		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Rock Hill, NY		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 55 (APR 25)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	12	60	
	Constitution (CON)	13	65	Resilient
	Dexterity (DEX)	15	75	Deft
	Intelligence (INT)	11	55	
	Power (POW)	10	50	
	Charisma (CHA)	14	70	Affable
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		12	
	Willpower Points (WP)		10	
Sanity Points (SAN)		50		
Breaking Point (BP)		40		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		14
		14
		14
		14
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	30	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	30
	<input type="checkbox"/> Alertness (20%)	20	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	40
	<input type="checkbox"/> Anthropology (0%)	40	<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)	20	<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):	60	<input type="checkbox"/> History (10%)	40	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	40	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)	40	<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)	20	<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	50	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	40
	<input type="checkbox"/> Computer Science (0%)	20	<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):	20	<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	50	<input type="checkbox"/>	20
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	50	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	30	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	20			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	20	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=0

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

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	40%		1D4-1				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY
		19. SPECIAL TRAINING
		SKILL OR STAT USED
Please indicate why this agent was recruited and why the agent agreed to be recruited.		

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL SCHRIMSHER, Marcus		2. PROFESSION (RANK IF APPLICABLE) Media Specialist		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Woodmere, NY		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 35 (SEP 17)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES	PSYCHOLOGICAL DATA	11. BONDS	SCORE	
	Strength (STR)	14	70	Sturdy			10	
	Constitution (CON)	15	75	Resistant			10	
	Dexterity (DEX)	11	55				10	
	Intelligence (INT)	12	60				10	
	Power (POW)	10	50					
	Charisma (CHA)	10	50					
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT		12. MOTIVATIONS AND MENTAL DISORDERS		
	Hit Points (HP)		14					
	Willpower Points (WP)		10					
Sanity Points (SAN)		50						
Breaking Point (BP)		40						
10. PHYSICAL DESCRIPTION				13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE				
				Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted				

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	20	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)	40	<input type="checkbox"/> Heavy Machinery (10%)	30	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)	20	<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):	80	<input type="checkbox"/> History (10%)	40	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	40	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)	20	<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	50	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	40
	<input type="checkbox"/> Bureaucracy (10%)	50	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	40
	<input type="checkbox"/> Computer Science (0%)	40	<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	50	<input type="checkbox"/> Occult (10%)	50	<input type="checkbox"/>	20
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	50	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	40			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	20	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=1

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

THIS IS A WORK OF FICTION

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	40%		1D4				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY	
		19. SPECIAL TRAINING	SKILL OR STAT USED
		Please indicate why this agent was recruited and why the agent agreed to be recruited.	

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL CAMPOS, Chana		2. PROFESSION (RANK IF APPLICABLE) Media Specialist		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Henderson, AR		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 31 (NOV 2)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES	PSYCHOLOGICAL DATA	11. BONDS	SCORE	
	Strength (STR)	14	70	Powerful			11	
	Constitution (CON)	13	65	Resilient			11	
	Dexterity (DEX)	10	50				11	
	Intelligence (INT)	14	70	Perceptive			11	
	Power (POW)	6	30	Low spirited				
	Charisma (CHA)	11	55					
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT		12. MOTIVATIONS AND MENTAL DISORDERS		
	Hit Points (HP)		14					
	Willpower Points (WP)		6					
Sanity Points (SAN)		30						
Breaking Point (BP)		24						
10. PHYSICAL DESCRIPTION				13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE				
				Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted				

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	20	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	40
	<input type="checkbox"/> Anthropology (0%)	40	<input type="checkbox"/> Heavy Machinery (10%)	30	<input type="checkbox"/> Search (20%)	40
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):	60	<input type="checkbox"/> History (10%)	60	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	40	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)	20	<input type="checkbox"/> Law (0%)	40	<input type="checkbox"/> Survival (10%)	30
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	10	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	40
	<input type="checkbox"/> Computer Science (0%)	40	<input type="checkbox"/> Military Science (0%):	20	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	70	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	50	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	30	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	20			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	20	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

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

DB=1

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	40%		1D4				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY
		19. SPECIAL TRAINING
		SKILL OR STAT USED
Please indicate why this agent was recruited and why the agent agreed to be recruited.		

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL CASTELLANOS, Chandler		2. PROFESSION (RANK IF APPLICABLE) Media Specialist		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Harbor Point, MI		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 27 (JAN 25)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	11	55	
	Constitution (CON)	12	60	
	Dexterity (DEX)	13	65	Agile
	Intelligence (INT)	13	65	Quick witted
	Power (POW)	11	55	
	Charisma (CHA)	12	60	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		12	
	Willpower Points (WP)		11	
Sanity Points (SAN)		55		
Breaking Point (BP)		44		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		12
		12
		12
		12
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	20	<input type="checkbox"/> Forensics (0%)	20	<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)	20	<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	40
	<input type="checkbox"/> Archeology (0%)	40	<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):	60	<input type="checkbox"/> History (10%)	60	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	60	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)	40	<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	10	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	40
	<input type="checkbox"/> Computer Science (0%)	20	<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	30	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	50	<input type="checkbox"/> Occult (10%)	50	<input type="checkbox"/>	40
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	70	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	20			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	20	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=0

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

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	40%		1D4-1				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY	
		19. SPECIAL TRAINING	SKILL OR STAT USED
		Please indicate why this agent was recruited and why the agent agreed to be recruited.	

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL GLUCK, Cody		2. PROFESSION (RANK IF APPLICABLE) Media Specialist		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Sioux Falls, SD		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 44 (JUL 17)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	13	65	Muscular
	Constitution (CON)	11	55	
	Dexterity (DEX)	12	60	
	Intelligence (INT)	11	55	
	Power (POW)	13	65	Brave
	Charisma (CHA)	12	60	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		12	
	Willpower Points (WP)		13	
Sanity Points (SAN)		65		
Breaking Point (BP)		52		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		12
		12
		12
		12
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	20	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	40
	<input type="checkbox"/> Anthropology (0%)	40	<input type="checkbox"/> Heavy Machinery (10%)	30	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):	60 40	<input type="checkbox"/> History (10%)	40	<input type="checkbox"/> Stealth (10%)	30
			<input type="checkbox"/> HUMINT (10%)	40	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	30
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	40
	<input type="checkbox"/> Bureaucracy (10%)	10	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	40
	<input type="checkbox"/> Computer Science (0%)	40	<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	40
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	50	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)	20	<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):	20	<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	40			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	40	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=1

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

THIS IS A WORK OF FICTION

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	40%		1D4				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY		
		19. SPECIAL TRAINING	SKILL OR STAT USED	
Please indicate why this agent was recruited and why the agent agreed to be recruited.				

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL SILVESTER, Blaine		2. PROFESSION (RANK IF APPLICABLE) Media Specialist		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Wales, AK		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 32 (OCT 14)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	12	60	
	Constitution (CON)	10	50	
	Dexterity (DEX)	15	75	Slick
	Intelligence (INT)	14	70	Ingenious
	Power (POW)	11	55	
	Charisma (CHA)	10	50	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		11	
	Willpower Points (WP)		11	
Sanity Points (SAN)		55		
Breaking Point (BP)		44		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		10
		10
		10
		10
	12. MOTIVATIONS AND MENTAL DISORDERS	
	13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE	
	Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted	

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	30	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	30
	<input type="checkbox"/> Alertness (20%)	20	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	30	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)	40	<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):	60 40	<input type="checkbox"/> History (10%)	40	<input type="checkbox"/> Stealth (10%)	30
			<input type="checkbox"/> HUMINT (10%)	40	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)	40	<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	50	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	40
	<input type="checkbox"/> Bureaucracy (10%)	10	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	40
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	50	<input type="checkbox"/> Occult (10%)	50	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	50	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	30	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):	20	<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	20			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	20	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=0

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

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	40%		1D4-1				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY
		19. SPECIAL TRAINING
		SKILL OR STAT USED

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL CUPPS, Tonya		2. PROFESSION (RANK IF APPLICABLE) Media Specialist		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Delaware, AR		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 36 (FEB 13)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	8	40	Puny
	Constitution (CON)	10	50	
	Dexterity (DEX)	14	70	Slick
	Intelligence (INT)	17	85	Genius
	Power (POW)	13	65	Forbearing
	Charisma (CHA)	10	50	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		9	
	Willpower Points (WP)		13	
Sanity Points (SAN)		65		
Breaking Point (BP)		52		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		10
		10
		10
		10
	12. MOTIVATIONS AND MENTAL DISORDERS	
	13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE	
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	30
	<input type="checkbox"/> Alertness (20%)	40	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	40
	<input type="checkbox"/> Anthropology (0%)	40	<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)	40	<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):	60	<input type="checkbox"/> History (10%)	40	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	40	<input type="checkbox"/> Surgery (0%)	20
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	10	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	40
	<input type="checkbox"/> Computer Science (0%)	40	<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	30	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	30	<input type="checkbox"/>	40
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	50	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)	20	<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):	20	<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	20			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	20	<input type="checkbox"/> Psychotherapy (10%)	30	<input type="checkbox"/>	

DB=-1

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

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	40%		1D4-2				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY	
		19. SPECIAL TRAINING	SKILL OR STAT USED

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL LAPE, Terrence		2. PROFESSION (RANK IF APPLICABLE) Media Specialist		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) San Antonio, TX		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 40 (APR 23)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	14	70	Sturdy
	Constitution (CON)	10	50	
	Dexterity (DEX)	10	50	
	Intelligence (INT)	15	75	Astute
	Power (POW)	12	60	
	Charisma (CHA)	11	55	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		12	
	Willpower Points (WP)		12	
Sanity Points (SAN)		60		
Breaking Point (BP)		48		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		11
		11
		11
		11
	12. MOTIVATIONS AND MENTAL DISORDERS	
	13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE	
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	20	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	20
	<input type="checkbox"/> Anthropology (0%)	40	<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)	20	<input type="checkbox"/> SIGINT (0%)	20
	<input type="checkbox"/> Art (0%):	60	<input type="checkbox"/> History (10%)	40	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	40	<input type="checkbox"/> Surgery (0%)	20
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	40
	<input type="checkbox"/> Bureaucracy (10%)	50	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	40
	<input type="checkbox"/> Computer Science (0%)	40	<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	30	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	50	<input type="checkbox"/> Occult (10%)	50	<input type="checkbox"/>	20
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	50	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	50	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	20			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	20	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=1

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

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	40%		1D4				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY	
		19. SPECIAL TRAINING	SKILL OR STAT USED

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL DESROCHES, Cindy		2. PROFESSION (RANK IF APPLICABLE) Nurse		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Belcamp, MD		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 41 (AUG 9)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	13	65	Muscular
	Constitution (CON)	12	60	
	Dexterity (DEX)	12	60	
	Intelligence (INT)	13	65	Astute
	Power (POW)	11	55	
	Charisma (CHA)	11	55	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		12	
	Willpower Points (WP)		11	
Sanity Points (SAN)		55		
Breaking Point (BP)		44		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		11
		11
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	60	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	40	<input type="checkbox"/> Forensics (0%)	40	<input type="checkbox"/> Science (0%) Biology	40
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	20
	<input type="checkbox"/> Art (0%):	20	<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	30
			<input type="checkbox"/> HUMINT (10%)	40	<input type="checkbox"/> Surgery (0%)	20
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	30
	<input type="checkbox"/> Athletics (30%)	50	<input type="checkbox"/> Medicine (0%)	40	<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	40	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	40
	<input type="checkbox"/> Computer Science (0%)	20	<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	40	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)	40	<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	60			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	20	<input type="checkbox"/> Psychotherapy (10%)	30	<input type="checkbox"/>	

DB=1

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

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	40%		1D4				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY	
		19. SPECIAL TRAINING	SKILL OR STAT USED
		Please indicate why this agent was recruited and why the agent agreed to be recruited.	

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL ERWIN, Heriberto		2. PROFESSION (RANK IF APPLICABLE) Nurse		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Nine Mile Falls, WA		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 44 (MAY 2)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	14	70	Tough
	Constitution (CON)	18	90	Tough
	Dexterity (DEX)	12	60	
	Intelligence (INT)	11	55	
	Power (POW)	8	40	Timid
	Charisma (CHA)	7	35	Unfriendly
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		16	
	Willpower Points (WP)		8	
Sanity Points (SAN)		40		
Breaking Point (BP)		32		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE	
		7	
		7	
	12. MOTIVATIONS AND MENTAL DISORDERS		
	13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	60	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	60	<input type="checkbox"/> Forensics (0%)	40	<input type="checkbox"/> Science (0%) Biology	40
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	60	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	30
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)	40	<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	40	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	40
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):	20	<input type="checkbox"/> Navigate (10%)	30	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	30	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	40	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)	60	<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	40			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	20	<input type="checkbox"/> Psychotherapy (10%)	50	<input type="checkbox"/>	

DB=1

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

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	40%		1D4				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY	
		19. SPECIAL TRAINING	SKILL OR STAT USED
		Please indicate why this agent was recruited and why the agent agreed to be recruited.	

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL BASEL, Shalonda		2. PROFESSION (RANK IF APPLICABLE) Nurse		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Blair, WI		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 36 (DEC 12)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	14	70	Muscular
	Constitution (CON)	17	85	Tough
	Dexterity (DEX)	11	55	
	Intelligence (INT)	13	65	Cunning
	Power (POW)	15	75	Calm
	Charisma (CHA)	10	50	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		16	
	Willpower Points (WP)		15	
Sanity Points (SAN)		75		
Breaking Point (BP)		60		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		10
		10
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	80	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	60	<input type="checkbox"/> Forensics (0%)	40	<input type="checkbox"/> Science (0%) Biology	40
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	20
	<input type="checkbox"/> Art (0%):	20	<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	60	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	50	<input type="checkbox"/> Medicine (0%)	40	<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	40	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	40
	<input type="checkbox"/> Computer Science (0%)	20	<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	50	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	60	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)	40	<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	20			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	20	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=1

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

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	40%		1D4				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY		
		19. SPECIAL TRAINING	SKILL OR STAT USED	
Please indicate why this agent was recruited and why the agent agreed to be recruited.				

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL COCHRAN, Tylor		2. PROFESSION (RANK IF APPLICABLE) Nurse		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Buellton, CA		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 55 (SEP 8)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	17	85	Huge
	Constitution (CON)	8	40	Delicate
	Dexterity (DEX)	10	50	
	Intelligence (INT)	10	50	
	Power (POW)	14	70	Stoic
	Charisma (CHA)	13	65	Prepossessing
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		12	
	Willpower Points (WP)		14	
Sanity Points (SAN)		70		
Breaking Point (BP)		56		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		13
		13
	12. MOTIVATIONS AND MENTAL DISORDERS	
	13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE	
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	60	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	40	<input type="checkbox"/> Forensics (0%)	40	<input type="checkbox"/> Science (0%) Biology	60
	<input type="checkbox"/> Anthropology (0%)	20	<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	60
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	30	<input type="checkbox"/> Stealth (10%)	30
			<input type="checkbox"/> HUMINT (10%)	60	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)	20	<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)	40	<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	40	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	60
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	40	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	30	<input type="checkbox"/> Pharmacy (0%)	40	<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	20			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	20	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

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

DB=2

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	60%		1D4+1				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY
		19. SPECIAL TRAINING
		SKILL OR STAT USED

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL HERRON, Jacklyn		2. PROFESSION (RANK IF APPLICABLE) Nurse		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Devils Lake, ND		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 48 (AUG 13)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	15	75	Tough
	Constitution (CON)	14	70	Robust
	Dexterity (DEX)	10	50	
	Intelligence (INT)	11	55	
	Power (POW)	10	50	
	Charisma (CHA)	15	75	Prepossessing
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		14	
	Willpower Points (WP)		10	
Sanity Points (SAN)		50		
Breaking Point (BP)		40		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		15
		15
	12. MOTIVATIONS AND MENTAL DISORDERS	
	13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE	
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	60	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	40	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (10%) Biology	40
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	80
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)	20	<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	30	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	40	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)	20	<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	50	<input type="checkbox"/> Medicine (0%)	40	<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	60	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	40
	<input type="checkbox"/> Computer Science (0%)	20	<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	30	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	40	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)	40	<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	20			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	20	<input type="checkbox"/> Psychotherapy (10%)	50	<input type="checkbox"/>	

DB=1

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

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	40%		1D4				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY	
		19. SPECIAL TRAINING	SKILL OR STAT USED

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL GLEASON, Ricardo		2. PROFESSION (RANK IF APPLICABLE) Nurse	
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Saint David, AZ	
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 38 (MAR 18)	7. EDUCATION AND OCCUPATIONAL HISTORY	

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	10	50	
	Constitution (CON)	15	75	Perfect health
	Dexterity (DEX)	12	60	
	Intelligence (INT)	10	50	
	Power (POW)	14	70	Strong-willed
	Charisma (CHA)	11	55	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		12	
	Willpower Points (WP)		14	
Sanity Points (SAN)		70		
Breaking Point (BP)		56		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		11
		11
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	30	<input type="checkbox"/> First Aid (10%)	60	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	60	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%) Biology	40
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)	20	<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	40	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)	40	<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	40	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	40
	<input type="checkbox"/> Computer Science (0%)	20	<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	50	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	30	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	60	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)	40	<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):	20	<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	60			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	20	<input type="checkbox"/> Psychotherapy (10%)	30	<input type="checkbox"/>	

DB=0

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

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	40%		1D4-1				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY	
		19. SPECIAL TRAINING	SKILL OR STAT USED
		Please indicate why this agent was recruited and why the agent agreed to be recruited.	

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL WEATHERLY, Jennifer			2. PROFESSION (RANK IF APPLICABLE) Nurse		
	3. EMPLOYER			4. NATIONALITY (U.S.A.) West Mansfield, OH		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____		6. AGE AND D.O.B. 32 (SEP 14)		7. EDUCATION AND OCCUPATIONAL HISTORY	

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	9	45	
	Constitution (CON)	14	70	Robust
	Dexterity (DEX)	13	65	Agile
	Intelligence (INT)	15	75	Quick witted
	Power (POW)	17	85	Indomitable
	Charisma (CHA)	12	60	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		12	
	Willpower Points (WP)		17	
Sanity Points (SAN)		85		
Breaking Point (BP)		68		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		12
		12
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	60	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	40	<input type="checkbox"/> Forensics (0%)	40	<input type="checkbox"/> Science (0%) Biology	40
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	20
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	40	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	30
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)	40	<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	40	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	40
	<input type="checkbox"/> Computer Science (0%)	20	<input type="checkbox"/> Military Science (0%):	20	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	30	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	30	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	40	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	30	<input type="checkbox"/> Pharmacy (0%)	40	<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):	20	<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	20			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	20	<input type="checkbox"/> Psychotherapy (10%)	50	<input type="checkbox"/>	

DB=0

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

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	40%		1D4-1				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY		
			19. SPECIAL TRAINING	SKILL OR STAT USED
Please indicate why this agent was recruited and why the agent agreed to be recruited.				

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL MOREHEAD, Elmer		2. PROFESSION (RANK IF APPLICABLE) Nurse		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Franklin, AL		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 26 (MAR 26)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	12	60	
	Constitution (CON)	13	65	Perfect health
	Dexterity (DEX)	13	65	Quick footed
	Intelligence (INT)	12	60	
	Power (POW)	11	55	
	Charisma (CHA)	11	55	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		12	
	Willpower Points (WP)		11	
Sanity Points (SAN)		55		
Breaking Point (BP)		44		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		11
		11
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	60	<input type="checkbox"/> Ride (10%)	30
	<input type="checkbox"/> Alertness (20%)	40	<input type="checkbox"/> Forensics (0%)	40	<input type="checkbox"/> Science (0%) Biology	60
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	40
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	30	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	40	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	50	<input type="checkbox"/> Medicine (0%)	40	<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	40	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	40
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	50	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)	20	<input type="checkbox"/> Persuade (20%)	40	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)	60	<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	20			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	20	<input type="checkbox"/> Psychotherapy (10%)	30	<input type="checkbox"/>	

DB=0

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

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	40%		1D4-1				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY
		19. SPECIAL TRAINING
		SKILL OR STAT USED

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL MUNZ, Rosemary		2. PROFESSION (RANK IF APPLICABLE) Nurse		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Huntsville, OH		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 27 (FEB 10)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	9	45	
	Constitution (CON)	11	55	
	Dexterity (DEX)	15	75	Slick
	Intelligence (INT)	10	50	
	Power (POW)	12	60	
	Charisma (CHA)	15	75	Charming
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		10	
	Willpower Points (WP)		12	
Sanity Points (SAN)		60		
Breaking Point (BP)		48		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		15
		15
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	60	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	40	<input type="checkbox"/> Forensics (0%)	60	<input type="checkbox"/> Science (0%) Biology	40
	<input type="checkbox"/> Anthropology (0%)	20	<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	60
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	40	<input type="checkbox"/> Surgery (0%)	20
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)	60	<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	40	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	40
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):	20	<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	60	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)	40	<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	50	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	40			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	20	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=0

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

THIS IS A WORK OF FICTION

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	40%		1D4-1				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY
		19. SPECIAL TRAINING
		SKILL OR STAT USED

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL BERMUDEZ, Dennis		2. PROFESSION (RANK IF APPLICABLE) Nurse		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Rice, WA		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 36 (NOV 12)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	14	70	Muscular
	Constitution (CON)	10	50	
	Dexterity (DEX)	8	40	Clumsy
	Intelligence (INT)	13	65	Astute
	Power (POW)	17	85	Imperturbable
	Charisma (CHA)	10	50	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		12	
	Willpower Points (WP)		17	
Sanity Points (SAN)		85		
Breaking Point (BP)		68		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		10
		10
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	30	<input type="checkbox"/> First Aid (10%)	80	<input type="checkbox"/> Ride (10%)	30
	<input type="checkbox"/> Alertness (20%)	40	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (10%) Biology	40
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	40	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)	60	<input type="checkbox"/> Swim (20%)	40
	<input type="checkbox"/> Bureaucracy (10%)	40	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	40
	<input type="checkbox"/> Computer Science (0%)	20	<input type="checkbox"/> Military Science (0%):	20	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	50	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	20
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	40	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)	40	<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	60			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	20	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=1

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

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	40%		1D4				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY		
			19. SPECIAL TRAINING	SKILL OR STAT USED

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL HAGANS, Rene		2. PROFESSION (RANK IF APPLICABLE) Nurse		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Jamaica, NY		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 42 (JUL 24)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	12	60	
	Constitution (CON)	15	75	Robust
	Dexterity (DEX)	11	55	
	Intelligence (INT)	10	50	
	Power (POW)	10	50	
	Charisma (CHA)	14	70	Affable
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		14	
	Willpower Points (WP)		10	
Sanity Points (SAN)		50		
Breaking Point (BP)		40		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		14
		14
12. MOTIVATIONS AND MENTAL DISORDERS		
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	60	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	40	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%) Biology	40
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	40	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)	20	<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	30
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)	40	<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	60	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	40
	<input type="checkbox"/> Computer Science (0%)	20	<input type="checkbox"/> Military Science (0%):	20	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	40	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	30	<input type="checkbox"/> Pharmacy (0%)	40	<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	50	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	60			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	20	<input type="checkbox"/> Psychotherapy (10%)	70	<input type="checkbox"/>	

DB=0

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

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	40%		1D4-1				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY
		19. SPECIAL TRAINING
		SKILL OR STAT USED

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL SANTO, Cecil		2. PROFESSION (RANK IF APPLICABLE) Nurse		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Hewitt, NJ		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 26 (DEC 7)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	11	55	
	Constitution (CON)	13	65	Resistant
	Dexterity (DEX)	13	65	Slick
	Intelligence (INT)	12	60	
	Power (POW)	11	55	
	Charisma (CHA)	12	60	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		12	
	Willpower Points (WP)		11	
Sanity Points (SAN)		55		
Breaking Point (BP)		44		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		12
		12
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	60	<input type="checkbox"/> Ride (10%)	30
	<input type="checkbox"/> Alertness (20%)	60	<input type="checkbox"/> Forensics (0%)	20	<input type="checkbox"/> Science (0%) Biology	40
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)	20	<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	30	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	40	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	50	<input type="checkbox"/> Medicine (0%)	40	<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	40	<input type="checkbox"/> Melee Weapons (30%)	50	<input type="checkbox"/> Unarmed Combat (40%)	40
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	50	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	40	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)	60	<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	60			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	20	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=0

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

THIS IS A WORK OF FICTION

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	40%		1D4-1				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY
		19. SPECIAL TRAINING
		SKILL OR STAT USED

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL WHISNANT, Cassie		2. PROFESSION (RANK IF APPLICABLE) Nurse		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Wilmont, MN		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 54 (JUL 22)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	13	65	Brawny
	Constitution (CON)	12	60	
	Dexterity (DEX)	11	55	
	Intelligence (INT)	11	55	
	Power (POW)	13	65	Stoic
	Charisma (CHA)	12	60	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		12	
	Willpower Points (WP)		13	
Sanity Points (SAN)		65		
Breaking Point (BP)		52		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		12
		12
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <i>adapted</i> Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <i>adapted</i>		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	80	<input type="checkbox"/> Ride (10%)	30
	<input type="checkbox"/> Alertness (20%)	60	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%) Biology	40
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	60
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)	20	<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	40	<input type="checkbox"/> Surgery (0%)	20
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)	40	<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	40	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	40
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):	20	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	50	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	30	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	40	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)	40	<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	20			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	20	<input type="checkbox"/> Psychotherapy (10%)	30	<input type="checkbox"/>	

DB=1

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

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	40%		1D4				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY
		19. SPECIAL TRAINING
		SKILL OR STAT USED

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL RITENOUR, Jeramy		2. PROFESSION (RANK IF APPLICABLE) Nurse		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) New Preston Marb, CT		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 41 (FEB 12)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	17	85	Strapping
	Constitution (CON)	10	50	
	Dexterity (DEX)	14	70	Deft
	Intelligence (INT)	13	65	Quick witted
	Power (POW)	8	40	Pessimistic
	Charisma (CHA)	10	50	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		14	
	Willpower Points (WP)		8	
Sanity Points (SAN)		40		
Breaking Point (BP)		32		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		10
		10
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	60	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	40	<input type="checkbox"/> Forensics (0%)	20	<input type="checkbox"/> Science (0%) Biology	40
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	60	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)	20	<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	50	<input type="checkbox"/> Medicine (0%)	40	<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	40	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	40
	<input type="checkbox"/> Computer Science (0%)	20	<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	60	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	30	<input type="checkbox"/> Pharmacy (0%)	40	<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):	20	<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	60			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	20	<input type="checkbox"/> Psychotherapy (10%)	50	<input type="checkbox"/>	

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

DB=2

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	40%		1D4+1				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY	
		19. SPECIAL TRAINING	SKILL OR STAT USED
		Please indicate why this agent was recruited and why the agent agreed to be recruited.	

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL SCHWING, Tina		2. PROFESSION (RANK IF APPLICABLE) Nurse		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Cameron, WI		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 46 (JUN 3)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	14	70	Muscular
	Constitution (CON)	14	70	Robust
	Dexterity (DEX)	13	65	Lithe
	Intelligence (INT)	16	80	Canny
	Power (POW)	13	65	Stoic
	Charisma (CHA)	14	70	Likable
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		14	
	Willpower Points (WP)		13	
Sanity Points (SAN)		65		
Breaking Point (BP)		52		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		14
		14
	12. MOTIVATIONS AND MENTAL DISORDERS	
	13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE	
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	30	<input type="checkbox"/> First Aid (10%)	60	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	40	<input type="checkbox"/> Forensics (0%)	40	<input type="checkbox"/> Science (0%) Biology	40
	<input type="checkbox"/> Anthropology (0%)	20	<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	40
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)	20	<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	40	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)	40	<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	40	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	40
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):	20	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):	20	<input type="checkbox"/> Navigate (10%)	50	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	30	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	40	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)	40	<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	50	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	20			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	20	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=1

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

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	40%		1D4				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY	
		19. SPECIAL TRAINING	SKILL OR STAT USED
		Please indicate why this agent was recruited and why the agent agreed to be recruited.	

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL KIMMEL, Tomas		2. PROFESSION (RANK IF APPLICABLE) Nurse		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Wytopotlock, ME		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 26 (MAR 27)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	8	40	Puny
	Constitution (CON)	14	70	Resilient
	Dexterity (DEX)	17	85	Acrobatic
	Intelligence (INT)	13	65	Astute
	Power (POW)	10	50	
	Charisma (CHA)	10	50	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		11	
	Willpower Points (WP)		10	
Sanity Points (SAN)		50		
Breaking Point (BP)		40		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		10
		10
12. MOTIVATIONS AND MENTAL DISORDERS		
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	60	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	40	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%) Biology	40
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	60
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	30	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	40	<input type="checkbox"/> Surgery (0%)	20
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	30
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)	40	<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	40	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	40
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):	20	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	70	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	40	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)	60	<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):	20	<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	20			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	40	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=-1

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

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	40%		1D4-2				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY
		19. SPECIAL TRAINING
		SKILL OR STAT USED

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL BISSETT, Mona		2. PROFESSION (RANK IF APPLICABLE) Nurse		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Wyndmere, ND		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 43 (JUL 26)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	16	80	Powerful
	Constitution (CON)	13	65	Perfect health
	Dexterity (DEX)	11	55	
	Intelligence (INT)	14	70	Crafty
	Power (POW)	10	50	
	Charisma (CHA)	8	40	Inhibited
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		14	
	Willpower Points (WP)		10	
Sanity Points (SAN)		50		
Breaking Point (BP)		40		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		8
		8
12. MOTIVATIONS AND MENTAL DISORDERS		
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	60	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	40	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%) Biology	60
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)	20	<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	30
			<input type="checkbox"/> HUMINT (10%)	40	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	50	<input type="checkbox"/> Medicine (0%)	40	<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	40	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	60
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	40	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)	60	<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):	20	<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	60			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	40	<input type="checkbox"/> Psychotherapy (10%)	50	<input type="checkbox"/>	

DB=1

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

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	60%		1D4				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY
		19. SPECIAL TRAINING
		SKILL OR STAT USED

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL GRIFFIN, Alberto		2. PROFESSION (RANK IF APPLICABLE) Nurse		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Tamms, IL		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 28 (NOV 9)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	10	50	
	Constitution (CON)	17	85	Indefatigable
	Dexterity (DEX)	13	65	Slick
	Intelligence (INT)	10	50	
	Power (POW)	14	70	Strong-willed
	Charisma (CHA)	8	40	Offhand
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		14	
	Willpower Points (WP)		14	
Sanity Points (SAN)		70		
Breaking Point (BP)		56		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		8
		8
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	80	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	40	<input type="checkbox"/> Forensics (0%)	40	<input type="checkbox"/> Science (0%) Biology	40
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	30	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)	20	<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):	20	<input type="checkbox"/> History (10%)	30	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	40	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)	40	<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	40	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	60
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	30	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	30	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	40	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)	40	<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	60			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	20	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=0

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

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	60%		1D4-1				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY	
		19. SPECIAL TRAINING	SKILL OR STAT USED
		Please indicate why this agent was recruited and why the agent agreed to be recruited.	

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL ROBEY, Teri		2. PROFESSION (RANK IF APPLICABLE) Nurse		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Mc Coy, CO		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 33 (JAN 4)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	10	50	
	Constitution (CON)	12	60	
	Dexterity (DEX)	6	30	Awkward
	Intelligence (INT)	9	45	
	Power (POW)	8	40	Nervous
	Charisma (CHA)	14	70	Friendly
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		11	
	Willpower Points (WP)		8	
Sanity Points (SAN)		40		
Breaking Point (BP)		32		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		14
		14
12. MOTIVATIONS AND MENTAL DISORDERS		
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	60	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	60	<input type="checkbox"/> Forensics (0%)	40	<input type="checkbox"/> Science (0%) Biology	40
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)	20	<input type="checkbox"/> Heavy Weapons (0%)	20	<input type="checkbox"/> SIGINT (0%)	20
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	40	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)	40	<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	40	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	40
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	20
	<input type="checkbox"/> Demolitions (0%)	20	<input type="checkbox"/> Persuade (20%)	40	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)	60	<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	20			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	20	<input type="checkbox"/> Psychotherapy (10%)	70	<input type="checkbox"/>	

DB=0

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

THIS IS A WORK OF FICTION

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	40%		1D4-1				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY
		19. SPECIAL TRAINING
		SKILL OR STAT USED

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL GRISSOM, Wilfredo		2. PROFESSION (RANK IF APPLICABLE) Nurse		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Lake Park, IA		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 43 (JUL 4)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	10	50	
	Constitution (CON)	14	70	Robust
	Dexterity (DEX)	11	55	
	Intelligence (INT)	10	50	
	Power (POW)	15	75	Brave
	Charisma (CHA)	12	60	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		12	
	Willpower Points (WP)		15	
Sanity Points (SAN)		75		
Breaking Point (BP)		60		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		12
		12
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <i>adapted</i> Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <i>adapted</i>		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	30	<input type="checkbox"/> First Aid (10%)	60	<input type="checkbox"/> Ride (10%)	30
	<input type="checkbox"/> Alertness (20%)	40	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (10%) Biology	40
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	80
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	40	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)	60	<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	40	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	40
	<input type="checkbox"/> Computer Science (0%)	20	<input type="checkbox"/> Military Science (0%):	20	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):	20	<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	30	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	40	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)	40	<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	60			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	20	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=0

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

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	40%		1D4-1				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY
		19. SPECIAL TRAINING
		SKILL OR STAT USED

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL BEE, Renae		2. PROFESSION (RANK IF APPLICABLE) Nurse		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Dublin, VA		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 43 (OCT 17)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	14	70	Brawny
	Constitution (CON)	9	45	
	Dexterity (DEX)	13	65	Quick footed
	Intelligence (INT)	16	80	Crafty
	Power (POW)	11	55	
	Charisma (CHA)	13	65	Friendly
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		12	
	Willpower Points (WP)		11	
Sanity Points (SAN)		55		
Breaking Point (BP)		44		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		13
		13
12. MOTIVATIONS AND MENTAL DISORDERS		
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	60	<input type="checkbox"/> Ride (10%)	30
	<input type="checkbox"/> Alertness (20%)	60	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%) Biology	40
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	30	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)	20	<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	40	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)	40	<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	60	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	40
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):	20	<input type="checkbox"/> Navigate (10%)	50	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	40	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)	40	<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):	20	<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	60			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	20	<input type="checkbox"/> Psychotherapy (10%)	30	<input type="checkbox"/>	

DB=1

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

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	40%		1D4				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY		
			19. SPECIAL TRAINING	SKILL OR STAT USED

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL SEELY, Josef		2. PROFESSION (RANK IF APPLICABLE) Nurse		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Shiner, TX		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 38 (APR 24)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	14	70	Sturdy
	Constitution (CON)	13	65	Fit
	Dexterity (DEX)	9	45	
	Intelligence (INT)	8	40	Shallow
	Power (POW)	14	70	Unflinching
	Charisma (CHA)	8	40	Inhibited
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		14	
	Willpower Points (WP)		14	
Sanity Points (SAN)		70		
Breaking Point (BP)		56		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		8
		8
12. MOTIVATIONS AND MENTAL DISORDERS		
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	60	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	40	<input type="checkbox"/> Forensics (0%)	40	<input type="checkbox"/> Science (0%) Biology	40
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)	20	<input type="checkbox"/> Heavy Weapons (0%)	20	<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	40	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)	40	<input type="checkbox"/> Swim (20%)	40
	<input type="checkbox"/> Bureaucracy (10%)	40	<input type="checkbox"/> Melee Weapons (30%)	50	<input type="checkbox"/> Unarmed Combat (40%)	40
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):	20	<input type="checkbox"/> Navigate (10%)	50	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)	20	<input type="checkbox"/> Persuade (20%)	60	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)	40	<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	20			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	20	<input type="checkbox"/> Psychotherapy (10%)	30	<input type="checkbox"/>	

DB=1

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

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	40%		1D4				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY
		19. SPECIAL TRAINING
		SKILL OR STAT USED

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL HILGER, Leah		2. PROFESSION (RANK IF APPLICABLE) Nurse		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Hermiston, OR		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 47 (JUL 6)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	8	40	Puny
	Constitution (CON)	12	60	
	Dexterity (DEX)	15	75	Deft
	Intelligence (INT)	11	55	
	Power (POW)	13	65	Calm
	Charisma (CHA)	14	70	Outgoing
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		10	
	Willpower Points (WP)		13	
Sanity Points (SAN)		65		
Breaking Point (BP)		52		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		14
		14
12. MOTIVATIONS AND MENTAL DISORDERS		
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	60	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	40	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (10%) Biology	40
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	40
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):	20	<input type="checkbox"/> History (10%)	30	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	40	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)	40	<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	40	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	40
	<input type="checkbox"/> Computer Science (0%)	20	<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	30	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	40	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)	40	<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	50	<input type="checkbox"/> Pilot (0%):	20	<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	60			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	40	<input type="checkbox"/> Psychotherapy (10%)	50	<input type="checkbox"/>	

DB=-1

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

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	40%		1D4-2				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY	
		19. SPECIAL TRAINING	SKILL OR STAT USED
		Please indicate why this agent was recruited and why the agent agreed to be recruited.	

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL WINES, Eli		2. PROFESSION (RANK IF APPLICABLE) Nurse		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Magnolia, OH		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 25 (SEP 4)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	12	60	
	Constitution (CON)	11	55	
	Dexterity (DEX)	13	65	Agile
	Intelligence (INT)	11	55	
	Power (POW)	12	60	
	Charisma (CHA)	13	65	Friendly
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		12	
	Willpower Points (WP)		12	
Sanity Points (SAN)		60		
Breaking Point (BP)		48		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		13
		13
12. MOTIVATIONS AND MENTAL DISORDERS		
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	60	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	60	<input type="checkbox"/> Forensics (0%)	40	<input type="checkbox"/> Science (0%) Biology	60
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	30	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	40	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)	60	<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	40	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	60
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):	20	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	30	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	40	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)	40	<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	60			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	20	<input type="checkbox"/> Psychotherapy (10%)	30	<input type="checkbox"/>	

DB=0

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

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	60%		1D4-1				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY
		19. SPECIAL TRAINING
		SKILL OR STAT USED

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL WALDON, Sharon		2. PROFESSION (RANK IF APPLICABLE) Nurse		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Delcambre, LA		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 51 (JUL 10)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES	PSYCHOLOGICAL DATA	11. BONDS	SCORE	
	Strength (STR)	12	60				11	
	Constitution (CON)	11	55				11	
	Dexterity (DEX)	13	65	Agile				
	Intelligence (INT)	13	65	Ingenious				
	Power (POW)	12	60					
	Charisma (CHA)	11	55					
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT		12. MOTIVATIONS AND MENTAL DISORDERS		
	Hit Points (HP)		12					
	Willpower Points (WP)		12					
Sanity Points (SAN)		60						
Breaking Point (BP)		48						
10. PHYSICAL DESCRIPTION				13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE				
				Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted				

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	80	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	40	<input type="checkbox"/> Forensics (0%)	40	<input type="checkbox"/> Science (0%) Biology	40
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	40	<input type="checkbox"/> Surgery (0%)	20
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)	20	<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)	60	<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	40	<input type="checkbox"/> Melee Weapons (30%)	50	<input type="checkbox"/> Unarmed Combat (40%)	40
	<input type="checkbox"/> Computer Science (0%)	20	<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	50	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	40	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	30	<input type="checkbox"/> Pharmacy (0%)	40	<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	20			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	20	<input type="checkbox"/> Psychotherapy (10%)	30	<input type="checkbox"/>	

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

DB=0

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	40%		1D4-1				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY	
		19. SPECIAL TRAINING	SKILL OR STAT USED
		Please indicate why this agent was recruited and why the agent agreed to be recruited.	

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL BRASWELL, Sebastian		2. PROFESSION (RANK IF APPLICABLE) Nurse		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) North Anson, ME		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 42 (OCT 21)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	14	70	Tough
	Constitution (CON)	11	55	
	Dexterity (DEX)	14	70	Quick footed
	Intelligence (INT)	15	75	Sharp
	Power (POW)	13	65	Calm
	Charisma (CHA)	13	65	Charming
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		12	
	Willpower Points (WP)		13	
Sanity Points (SAN)		65		
Breaking Point (BP)		52		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		13
		13
	12. MOTIVATIONS AND MENTAL DISORDERS	
	13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE	
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	60	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	40	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (10%) Biology	40
	<input type="checkbox"/> Anthropology (0%)	20	<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)	20	<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	40	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)	40	<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	40	<input type="checkbox"/> Melee Weapons (30%)	50	<input type="checkbox"/> Unarmed Combat (40%)	40
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):	20	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	70	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	30	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)	20	<input type="checkbox"/> Persuade (20%)	40	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)	40	<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):	20	<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	20			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	20	<input type="checkbox"/> Psychotherapy (10%)	50	<input type="checkbox"/>	

DB=1

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

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	40%		1D4				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY	
		19. SPECIAL TRAINING	SKILL OR STAT USED
		Please indicate why this agent was recruited and why the agent agreed to be recruited.	

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL SPEIRS, Ashton		2. PROFESSION (RANK IF APPLICABLE) Nurse		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Church View, VA		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 42 (DEC 17)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	13	65	Tough
	Constitution (CON)	12	60	
	Dexterity (DEX)	11	55	
	Intelligence (INT)	11	55	
	Power (POW)	13	65	Strong-willed
	Charisma (CHA)	12	60	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		12	
	Willpower Points (WP)		13	
Sanity Points (SAN)		65		
Breaking Point (BP)		52		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		12
		12
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <i>adapted</i> Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <i>adapted</i>		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	60	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	40	<input type="checkbox"/> Forensics (0%)	40	<input type="checkbox"/> Science (0%) Biology	60
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	20
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	40	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)	40	<input type="checkbox"/> Swim (20%)	40
	<input type="checkbox"/> Bureaucracy (10%)	40	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	40
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	30	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	20
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	60	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)	60	<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):	20	<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	60			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	20	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=1

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

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	40%		1D4				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL KANG, Lee		2. PROFESSION (RANK IF APPLICABLE) Nurse		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Pearce, AZ		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 33 (NOV 28)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	4	20	Feeble
	Constitution (CON)	13	65	Robust
	Dexterity (DEX)	12	60	
	Intelligence (INT)	16	80	Sharp
	Power (POW)	10	50	
	Charisma (CHA)	16	80	Likable
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		8	
	Willpower Points (WP)		10	
Sanity Points (SAN)		50		
Breaking Point (BP)		40		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		16
		16
12. MOTIVATIONS AND MENTAL DISORDERS		
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	30	<input type="checkbox"/> First Aid (10%)	60	<input type="checkbox"/> Ride (10%)	30
	<input type="checkbox"/> Alertness (20%)	40	<input type="checkbox"/> Forensics (0%)	60	<input type="checkbox"/> Science (0%) Biology	60
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	40	<input type="checkbox"/> Surgery (0%)	20
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	50	<input type="checkbox"/> Medicine (0%)	40	<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	60	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	40
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	50	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	40	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)	60	<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	20			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	20	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=-2

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

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	40%		1D4-3				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY		
		19. SPECIAL TRAINING	SKILL OR STAT USED	
Please indicate why this agent was recruited and why the agent agreed to be recruited.				

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL ANSELL, Amie		2. PROFESSION (RANK IF APPLICABLE) Nurse		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Glen Ridge, FL		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 46 (JUN 22)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	12	60	
	Constitution (CON)	11	55	
	Dexterity (DEX)	11	55	
	Intelligence (INT)	13	65	Astute
	Power (POW)	13	65	Strong-willed
	Charisma (CHA)	12	60	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		12	
	Willpower Points (WP)		13	
Sanity Points (SAN)		65		
Breaking Point (BP)		52		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		12
		12
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	80	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	40	<input type="checkbox"/> Forensics (0%)	20	<input type="checkbox"/> Science (0%) Biology	40
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	20
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	30	<input type="checkbox"/> Stealth (10%)	30
			<input type="checkbox"/> HUMINT (10%)	40	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)	40	<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	40	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	40
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):	20	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	50	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	30	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	40	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)	40	<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):	20	<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	20			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	20	<input type="checkbox"/> Psychotherapy (10%)	50	<input type="checkbox"/>	

DB=0

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

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	40%		1D4-1				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY
		19. SPECIAL TRAINING
		SKILL OR STAT USED
Please indicate why this agent was recruited and why the agent agreed to be recruited.		

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL KIRKENDALL, Travis		2. PROFESSION (RANK IF APPLICABLE) Nurse		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Stanhope, IA		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 26 (AUG 8)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES	PSYCHOLOGICAL DATA	11. BONDS	SCORE	
	Strength (STR)	14	70	Brawny			17	
	Constitution (CON)	10	50				17	
	Dexterity (DEX)	10	50					
	Intelligence (INT)	8	40	Oblivious				
	Power (POW)	13	65	Strong-willed				
	Charisma (CHA)	17	85	Irresistible				
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT		12. MOTIVATIONS AND MENTAL DISORDERS		
	Hit Points (HP)		12					
	Willpower Points (WP)		13					
Sanity Points (SAN)		65						
Breaking Point (BP)		52						
10. PHYSICAL DESCRIPTION					13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE			
					Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <i>adapted</i> Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <i>adapted</i>			

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	30	<input type="checkbox"/> First Aid (10%)	60	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	40	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%) Biology	40
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	60
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)	20	<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	40	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)	20	<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)	40	<input type="checkbox"/> Swim (20%)	40
	<input type="checkbox"/> Bureaucracy (10%)	40	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	40
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	40	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	30	<input type="checkbox"/> Pharmacy (0%)	40	<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):	20	<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	40			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	40	<input type="checkbox"/> Psychotherapy (10%)	50	<input type="checkbox"/>	

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

DB=1

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	40%		1D4				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY
		19. SPECIAL TRAINING
		SKILL OR STAT USED

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL CASTRO, Sherry		2. PROFESSION (RANK IF APPLICABLE) Paramedic		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Pease, MN		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 29 (JAN 18)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	14	70	Sturdy
	Constitution (CON)	16	80	Robust
	Dexterity (DEX)	15	75	Nimble
	Intelligence (INT)	13	65	Cunning
	Power (POW)	11	55	
	Charisma (CHA)	11	55	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		15	
	Willpower Points (WP)		11	
Sanity Points (SAN)		55		
Breaking Point (BP)		44		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		11
		11
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	60	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	40	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%) Biology	40
	<input type="checkbox"/> Anthropology (0%)	20	<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	60
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	30
			<input type="checkbox"/> HUMINT (10%)	40	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)	20	<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)	60	<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	40	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	40
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):	20	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	20
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	40	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)	60	<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	20			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	20	<input type="checkbox"/> Psychotherapy (10%)	70	<input type="checkbox"/>	

DB=1

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

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	40%		1D4				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY
		19. SPECIAL TRAINING
		SKILL OR STAT USED

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL THIBEAULT, Carlo		2. PROFESSION (RANK IF APPLICABLE) Paramedic		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Gasquet, CA		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 41 (JUL 8)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	14	70	Tough
	Constitution (CON)	8	40	Unwell
	Dexterity (DEX)	17	85	Quick
	Intelligence (INT)	10	50	
	Power (POW)	10	50	
	Charisma (CHA)	13	65	Charming
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		11	
	Willpower Points (WP)		10	
Sanity Points (SAN)		50		
Breaking Point (BP)		40		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		13
		13
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	60	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	60	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%) Biology	60
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	30	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	40	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	50	<input type="checkbox"/> Medicine (0%)	60	<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	40	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	40
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	70	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	40	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)	40	<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	20			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	40	<input type="checkbox"/> Psychotherapy (10%)	70	<input type="checkbox"/>	

DB=1

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

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	40%		1D4				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY
		19. SPECIAL TRAINING
		SKILL OR STAT USED

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL BOHANAN, Alyson		2. PROFESSION (RANK IF APPLICABLE) Paramedic		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Ritzville, WA		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 33 (SEP 9)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	12	60	
	Constitution (CON)	11	55	
	Dexterity (DEX)	12	60	
	Intelligence (INT)	13	65	Perceptive
	Power (POW)	13	65	Calm
	Charisma (CHA)	11	55	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		12	
	Willpower Points (WP)		13	
Sanity Points (SAN)		65		
Breaking Point (BP)		52		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE	
		11	
		11	
	12. MOTIVATIONS AND MENTAL DISORDERS		
	13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted			

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	60	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	60	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%) Biology	60
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	20
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	30	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	40	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)	20	<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)	40	<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	60	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	60
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	50	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	20
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	40	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)	40	<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	60			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	20	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=0

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

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	60%		1D4-1				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY
		19. SPECIAL TRAINING
		SKILL OR STAT USED

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL LUCKETT, Ty		2. PROFESSION (RANK IF APPLICABLE) Paramedic		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Harleyville, SC		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 34 (OCT 7)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	8	40	Weak
	Constitution (CON)	13	65	Robust
	Dexterity (DEX)	11	55	
	Intelligence (INT)	8	40	Slow
	Power (POW)	9	45	
	Charisma (CHA)	15	75	Approachable
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		10	
	Willpower Points (WP)		9	
Sanity Points (SAN)		45		
Breaking Point (BP)		36		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		15
		15
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	60	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	60	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%) Biology	40
	<input type="checkbox"/> Anthropology (0%)	20	<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	40	<input type="checkbox"/> Surgery (0%)	20
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)	40	<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	40	<input type="checkbox"/> Melee Weapons (30%)	50	<input type="checkbox"/> Unarmed Combat (40%)	40
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	30	<input type="checkbox"/> Occult (10%)	30	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	60	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)	40	<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):	20	<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	60			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	20	<input type="checkbox"/> Psychotherapy (10%)	50	<input type="checkbox"/>	

DB=-1

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

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	40%		1D4-2				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY	
		19. SPECIAL TRAINING	SKILL OR STAT USED
		Please indicate why this agent was recruited and why the agent agreed to be recruited.	

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL MACAULAY, Carla		2. PROFESSION (RANK IF APPLICABLE) Paramedic		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Hudson, NH		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 42 (APR 13)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES	PSYCHOLOGICAL DATA	11. BONDS	SCORE	
	Strength (STR)	14	70	Muscular			16	
	Constitution (CON)	13	65	Resistant			16	
	Dexterity (DEX)	13	65	Slick				
	Intelligence (INT)	12	60					
	Power (POW)	14	70	Brave				
	Charisma (CHA)	16	80	Approachable				
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT		12. MOTIVATIONS AND MENTAL DISORDERS		
	Hit Points (HP)		14					
	Willpower Points (WP)		14					
Sanity Points (SAN)		70						
Breaking Point (BP)		56						
10. PHYSICAL DESCRIPTION				13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE				
				Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted				

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	60	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	40	<input type="checkbox"/> Forensics (0%)	20	<input type="checkbox"/> Science (0%) Biology	40
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	80
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)	20	<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	40	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	50	<input type="checkbox"/> Medicine (0%)	60	<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	40	<input type="checkbox"/> Melee Weapons (30%)	50	<input type="checkbox"/> Unarmed Combat (40%)	40
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	30	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	40	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	30	<input type="checkbox"/> Pharmacy (0%)	40	<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	60			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	20	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

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

DB=1

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	40%		1D4				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY	
		19. SPECIAL TRAINING	SKILL OR STAT USED
		Please indicate why this agent was recruited and why the agent agreed to be recruited.	

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL KERNEY, Hayden		2. PROFESSION (RANK IF APPLICABLE) Paramedic		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Dunlap, IL		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 37 (JAN 20)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	11	55	
	Constitution (CON)	13	65	Resilient
	Dexterity (DEX)	8	40	Uncoordinated
	Intelligence (INT)	14	70	Crafty
	Power (POW)	12	60	
	Charisma (CHA)	13	65	Prepossessing
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		12	
	Willpower Points (WP)		12	
Sanity Points (SAN)		60		
Breaking Point (BP)		48		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		13
		13
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <i>adapted</i> Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <i>adapted</i>		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	60	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	60	<input type="checkbox"/> Forensics (0%)	40	<input type="checkbox"/> Science (0%) Biology	40
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	20
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	30	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	40	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)	40	<input type="checkbox"/> Swim (20%)	40
	<input type="checkbox"/> Bureaucracy (10%)	60	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	40
	<input type="checkbox"/> Computer Science (0%)	20	<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):	20	<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)	20	<input type="checkbox"/> Persuade (20%)	40	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)	40	<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	20			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	20	<input type="checkbox"/> Psychotherapy (10%)	50	<input type="checkbox"/>	

DB=0

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

THIS IS A WORK OF FICTION

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	40%		1D4-1				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY
		19. SPECIAL TRAINING
		SKILL OR STAT USED

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL FELDT, Tia		2. PROFESSION (RANK IF APPLICABLE) Paramedic		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Detroit, MI		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 30 (NOV 15)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	11	55	
	Constitution (CON)	15	75	Perfect health
	Dexterity (DEX)	10	50	
	Intelligence (INT)	14	70	Quick witted
	Power (POW)	12	60	
	Charisma (CHA)	10	50	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		13	
	Willpower Points (WP)		12	
Sanity Points (SAN)		60		
Breaking Point (BP)		48		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		10
		10
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <i>adapted</i> Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <i>adapted</i>		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	60	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	40	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%) Biology	40
	<input type="checkbox"/> Anthropology (0%)	20	<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):	20	<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	30
			<input type="checkbox"/> HUMINT (10%)	60	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)	40	<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	40	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	40
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):	20	<input type="checkbox"/> Navigate (10%)	50	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)	20	<input type="checkbox"/> Persuade (20%)	40	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	30	<input type="checkbox"/> Pharmacy (0%)	40	<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):	20	<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	60			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	20	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=0

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

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	40%		1D4-1				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY		
			19. SPECIAL TRAINING	SKILL OR STAT USED
Please indicate why this agent was recruited and why the agent agreed to be recruited.				

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL MASTERS, Moises		2. PROFESSION (RANK IF APPLICABLE) Paramedic		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Delaware, IA		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 34 (JUL 4)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	10	50	
	Constitution (CON)	10	50	
	Dexterity (DEX)	17	85	Quick
	Intelligence (INT)	8	40	Slow
	Power (POW)	14	70	Calm
	Charisma (CHA)	13	65	Charming
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		10	
	Willpower Points (WP)		14	
Sanity Points (SAN)		70		
Breaking Point (BP)		56		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		13
		13
	12. MOTIVATIONS AND MENTAL DISORDERS	
	13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE	
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	60	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	40	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (10%) Biology	40
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	80
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	20
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	60	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)	40	<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	40	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	40
	<input type="checkbox"/> Computer Science (0%)	20	<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	30	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	30	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	40	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	30	<input type="checkbox"/> Pharmacy (0%)	40	<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	20			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	40	<input type="checkbox"/> Psychotherapy (10%)	50	<input type="checkbox"/>	

DB=0

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

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	40%		1D4-1				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY
		19. SPECIAL TRAINING
		SKILL OR STAT USED

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL STEBBINS, Claudia		2. PROFESSION (RANK IF APPLICABLE) Paramedic		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Dover, AR		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 39 (APR 27)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES	PSYCHOLOGICAL DATA	11. BONDS	SCORE
	Strength (STR)	17	85	Strapping			8
	Constitution (CON)	14	70	Fit			8
	Dexterity (DEX)	10	50				
	Intelligence (INT)	10	50				
	Power (POW)	13	65	Calm			
	Charisma (CHA)	8	40	Awkward			
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT		12. MOTIVATIONS AND MENTAL DISORDERS	
	Hit Points (HP)		16				
	Willpower Points (WP)		13				
Sanity Points (SAN)		65					
Breaking Point (BP)		52					
10. PHYSICAL DESCRIPTION				13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE			
				Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted			

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	80	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	40	<input type="checkbox"/> Forensics (0%)	40	<input type="checkbox"/> Science (0%) Biology	40
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	30	<input type="checkbox"/> Search (20%)	40
	<input type="checkbox"/> Archeology (0%)	20	<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	40	<input type="checkbox"/> Surgery (0%)	20
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)	40	<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	40	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	40
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	30	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	60	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)	40	<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):	20	<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	60			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	20	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

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

DB=2

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	40%		1D4+1				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY												
	<table border="1" style="width: 100%; border-collapse: collapse;"> <tr> <td style="width: 50%; padding: 5px;">19. SPECIAL TRAINING</td> <td style="width: 50%; padding: 5px;">SKILL OR STAT USED</td> </tr> <tr><td style="padding: 5px;"> </td><td style="padding: 5px;"> </td></tr> <tr><td style="padding: 5px;"> </td><td style="padding: 5px;"> </td></tr> <tr><td style="padding: 5px;"> </td><td style="padding: 5px;"> </td></tr> <tr><td style="padding: 5px;"> </td><td style="padding: 5px;"> </td></tr> <tr><td style="padding: 5px;"> </td><td style="padding: 5px;"> </td></tr> </table>		19. SPECIAL TRAINING	SKILL OR STAT USED										
	19. SPECIAL TRAINING	SKILL OR STAT USED												
Please indicate why this agent was recruited and why the agent agreed to be recruited.														

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL TILLEY, Virgil		2. PROFESSION (RANK IF APPLICABLE) Paramedic		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Hackensack, MN		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 48 (MAY 16)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	10	50	
	Constitution (CON)	13	65	Robust
	Dexterity (DEX)	14	70	Agile
	Intelligence (INT)	10	50	
	Power (POW)	8	40	Low spirited
	Charisma (CHA)	17	85	Captivating
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		12	
	Willpower Points (WP)		8	
Sanity Points (SAN)		40		
Breaking Point (BP)		32		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		17
		17
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	60	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	40	<input type="checkbox"/> Forensics (0%)	20	<input type="checkbox"/> Science (0%) Biology	40
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)	20	<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	20
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	40	<input type="checkbox"/> Surgery (0%)	20
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)	40	<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	40	<input type="checkbox"/> Melee Weapons (30%)	50	<input type="checkbox"/> Unarmed Combat (40%)	40
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):	20	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):	20	<input type="checkbox"/> Navigate (10%)	50	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	40	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)	40	<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	20			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	20	<input type="checkbox"/> Psychotherapy (10%)	70	<input type="checkbox"/>	

DB=0

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

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	40%		1D4-1				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY	
		19. SPECIAL TRAINING	SKILL OR STAT USED
		Please indicate why this agent was recruited and why the agent agreed to be recruited.	

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL MCDILL, Luz		2. PROFESSION (RANK IF APPLICABLE) Paramedic		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Grimesland, NC		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 54 (DEC 14)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	12	60	
	Constitution (CON)	11	55	
	Dexterity (DEX)	11	55	
	Intelligence (INT)	13	65	Ingenious
	Power (POW)	12	60	
	Charisma (CHA)	13	65	Prepossessing
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		12	
	Willpower Points (WP)		12	
Sanity Points (SAN)		60		
Breaking Point (BP)		48		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE	
		13	
		13	
	12. MOTIVATIONS AND MENTAL DISORDERS		
	13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted			

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	60	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	40	<input type="checkbox"/> Forensics (0%)	40	<input type="checkbox"/> Science (0%) Biology	40
	<input type="checkbox"/> Anthropology (0%)	20	<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	40
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	40	<input type="checkbox"/> Surgery (0%)	20
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)	20	<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)	60	<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	60	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	40
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	60	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)	40	<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	20			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	40	<input type="checkbox"/> Psychotherapy (10%)	50	<input type="checkbox"/>	

DB=0

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

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	40%		1D4-1				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY	
		19. SPECIAL TRAINING	SKILL OR STAT USED
		Please indicate why this agent was recruited and why the agent agreed to be recruited.	

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL GOWANS, Damon		2. PROFESSION (RANK IF APPLICABLE) Paramedic		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Arlington, VA		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 35 (MAY 7)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	14	70	Powerful
	Constitution (CON)	13	65	Resistant
	Dexterity (DEX)	10	50	
	Intelligence (INT)	10	50	
	Power (POW)	8	40	Nervous
	Charisma (CHA)	17	85	Hypnotic
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		14	
	Willpower Points (WP)		8	
Sanity Points (SAN)		40		
Breaking Point (BP)		32		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		17
		17
12. MOTIVATIONS AND MENTAL DISORDERS		
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	60	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	60	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (10%) Biology	40
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)	20	<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	40	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)	20	<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)	40	<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	40	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	40
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):	20	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	50	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	60	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)	60	<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	80			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	40	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=1

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

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	40%		1D4				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY
		19. SPECIAL TRAINING
		SKILL OR STAT USED

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL JACOBO, Corrie		2. PROFESSION (RANK IF APPLICABLE) Paramedic		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Camp Lejeune, NC		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 36 (APR 4)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	11	55	
	Constitution (CON)	3	15	Feeble
	Dexterity (DEX)	7	35	Graceless
	Intelligence (INT)	8	40	Oblivious
	Power (POW)	11	55	
	Charisma (CHA)	8	40	Silent
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		7	
	Willpower Points (WP)		11	
Sanity Points (SAN)		55		
Breaking Point (BP)		44		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		8
		8
12. MOTIVATIONS AND MENTAL DISORDERS		
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <i>adapted</i> Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <i>adapted</i>		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	60	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	40	<input type="checkbox"/> Forensics (0%)	40	<input type="checkbox"/> Science (0%) Biology	40
	<input type="checkbox"/> Anthropology (0%)	20	<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	30	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	40	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)	20	<input type="checkbox"/> Law (0%)	20	<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)	40	<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	40	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	40
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):	20	<input type="checkbox"/> Navigate (10%)	50	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	40	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)	40	<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	50	<input type="checkbox"/> Pilot (0%):	20	<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	40			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	20	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=0

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

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	40%		1D4-1				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY	
		19. SPECIAL TRAINING	SKILL OR STAT USED
		Please indicate why this agent was recruited and why the agent agreed to be recruited.	

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL BARNUM, Addison		2. PROFESSION (RANK IF APPLICABLE) Paramedic		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Tacoma, WA		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 39 (MAY 28)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	9	45	
	Constitution (CON)	16	80	Resilient
	Dexterity (DEX)	9	45	
	Intelligence (INT)	14	70	Astute
	Power (POW)	4	20	Craven
	Charisma (CHA)	14	70	Outgoing
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		12	
	Willpower Points (WP)		4	
Sanity Points (SAN)		20		
Breaking Point (BP)		16		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		14
		14
	12. MOTIVATIONS AND MENTAL DISORDERS	
	13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE	
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	60	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	40	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%) Biology	40
	<input type="checkbox"/> Anthropology (0%)	20	<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	20
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	40	<input type="checkbox"/> Surgery (0%)	20
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)	60	<input type="checkbox"/> Swim (20%)	40
	<input type="checkbox"/> Bureaucracy (10%)	40	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	40
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	50	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	60	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)	40	<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	50	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	20			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	20	<input type="checkbox"/> Psychotherapy (10%)	70	<input type="checkbox"/>	

DB=0

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

THIS IS A WORK OF FICTION

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	40%		1D4-1				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY
		19. SPECIAL TRAINING
		SKILL OR STAT USED

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL OBERRY, Mariel		2. PROFESSION (RANK IF APPLICABLE) Paramedic		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Memphis, IN		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 33 (AUG 16)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	8	40	Weak
	Constitution (CON)	17	85	Indefatigable
	Dexterity (DEX)	13	65	Lite
	Intelligence (INT)	10	50	
	Power (POW)	10	50	
	Charisma (CHA)	14	70	Affable
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		12	
	Willpower Points (WP)		10	
Sanity Points (SAN)		50		
Breaking Point (BP)		40		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		14
		14
12. MOTIVATIONS AND MENTAL DISORDERS		
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	80	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	40	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (10%) Biology	60
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	30	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)	20	<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	60	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)	20	<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)	40	<input type="checkbox"/> Swim (20%)	40
	<input type="checkbox"/> Bureaucracy (10%)	40	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	40
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	50	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	30	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	40	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)	40	<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	20			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	20	<input type="checkbox"/> Psychotherapy (10%)	50	<input type="checkbox"/>	

DB=-1

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

THIS IS A WORK OF FICTION

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	40%		1D4-2				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY	
		19. SPECIAL TRAINING	SKILL OR STAT USED
		Please indicate why this agent was recruited and why the agent agreed to be recruited.	

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL AUYEUNG, Terence		2. PROFESSION (RANK IF APPLICABLE) Paramedic		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Caruthers, CA		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 39 (DEC 12)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	15	75	Sturdy
	Constitution (CON)	16	80	Robust
	Dexterity (DEX)	11	55	
	Intelligence (INT)	10	50	
	Power (POW)	16	80	Unflinching
	Charisma (CHA)	15	75	Outgoing
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		16	
	Willpower Points (WP)		16	
Sanity Points (SAN)		80		
Breaking Point (BP)		64		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		15
		15
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	60	<input type="checkbox"/> Ride (10%)	30
	<input type="checkbox"/> Alertness (20%)	40	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%) Biology	40
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	60
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):	20	<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	40	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	30
	<input type="checkbox"/> Athletics (30%)	50	<input type="checkbox"/> Medicine (0%)	40	<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	60	<input type="checkbox"/> Melee Weapons (30%)	50	<input type="checkbox"/> Unarmed Combat (40%)	40
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	40	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)	40	<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	50	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	80			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	20	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=1

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

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	40%		1D4				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY
		19. SPECIAL TRAINING
		SKILL OR STAT USED

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL MIMMS, Madeline		2. PROFESSION (RANK IF APPLICABLE) Paramedic		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Grand Junction, CO		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 34 (MAY 14)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	x5	DISTINGUISHING FEATURES
	Strength (STR)	10	50	
	Constitution (CON)	10	50	
	Dexterity (DEX)	8	40	Uncoordinated
	Intelligence (INT)	14	70	Cunning
	Power (POW)	13	65	Forbearing
	Charisma (CHA)	17	85	Magnetic
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		10	
	Willpower Points (WP)		13	
Sanity Points (SAN)		65		
Breaking Point (BP)		52		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		17
		17
12. MOTIVATIONS AND MENTAL DISORDERS		
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	60	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	40	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%) Biology	40
	<input type="checkbox"/> Anthropology (0%)	20	<input type="checkbox"/> Heavy Machinery (10%)	30	<input type="checkbox"/> Search (20%)	60
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)	20	<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	40	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	30
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)	60	<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	40	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	40
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	40	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	30	<input type="checkbox"/> Pharmacy (0%)	60	<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	80			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	20	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

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

DB=0

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	40%		1D4-1				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY
		19. SPECIAL TRAINING
		SKILL OR STAT USED

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL JULIAN, Lyndon		2. PROFESSION (RANK IF APPLICABLE) Paramedic		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Taylor, MI		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 29 (FEB 18)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	12	60	
	Constitution (CON)	10	50	
	Dexterity (DEX)	10	50	
	Intelligence (INT)	11	55	
	Power (POW)	15	75	Strong-willed
	Charisma (CHA)	14	70	Charming
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		11	
	Willpower Points (WP)		15	
Sanity Points (SAN)		75		
Breaking Point (BP)		60		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS		SCORE
			14
			14
	12. MOTIVATIONS AND MENTAL DISORDERS		
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE			
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted			

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	60	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	40	<input type="checkbox"/> Forensics (0%)	40	<input type="checkbox"/> Science (0%) Biology	40
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)	20	<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	60	<input type="checkbox"/> Surgery (0%)	20
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)	20	<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	50	<input type="checkbox"/> Medicine (0%)	40	<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	40	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	40
	<input type="checkbox"/> Computer Science (0%)	20	<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	70	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	40	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	30	<input type="checkbox"/> Pharmacy (0%)	40	<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	20			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	20	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=0

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

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	40%		1D4-1				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY
		19. SPECIAL TRAINING
		SKILL OR STAT USED

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL BEGGS, Rochelle		2. PROFESSION (RANK IF APPLICABLE) Paramedic		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Staatsburg, NY		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 47 (NOV 22)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	x5	DISTINGUISHING FEATURES	PSYCHOLOGICAL DATA	11. BONDS	SCORE	
	Strength (STR)	11	55				12	
	Constitution (CON)	12	60				12	
	Dexterity (DEX)	11	55					
	Intelligence (INT)	13	65	Sharp				
	Power (POW)	13	65	Calm				
	Charisma (CHA)	12	60					
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT		12. MOTIVATIONS AND MENTAL DISORDERS		
	Hit Points (HP)		12					
	Willpower Points (WP)		13					
Sanity Points (SAN)		65						
Breaking Point (BP)		52						
10. PHYSICAL DESCRIPTION					13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE			
					Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted			

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	60	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	40	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%) Biology	40
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)	20	<input type="checkbox"/> SIGINT (0%)	20
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	30	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	40	<input type="checkbox"/> Surgery (0%)	20
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)	40	<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	60	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	40
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):	20	<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	40	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	30	<input type="checkbox"/> Pharmacy (0%)	60	<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	60			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	20	<input type="checkbox"/> Psychotherapy (10%)	50	<input type="checkbox"/>	

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

DB=0

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	40%		1D4-1				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY
		19. SPECIAL TRAINING
		SKILL OR STAT USED

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL THARPE, Bennie		2. PROFESSION (RANK IF APPLICABLE) Paramedic		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Craftsbury, VT		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 33 (JUN 15)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	10	50	
	Constitution (CON)	12	60	
	Dexterity (DEX)	12	60	
	Intelligence (INT)	17	85	Brilliant
	Power (POW)	11	55	
	Charisma (CHA)	10	50	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		11	
	Willpower Points (WP)		11	
Sanity Points (SAN)		55		
Breaking Point (BP)		44		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		10
		10
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	60	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	60	<input type="checkbox"/> Forensics (0%)	40	<input type="checkbox"/> Science (0%) Biology	40
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)	20	<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	40	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)	20	<input type="checkbox"/> Survival (10%)	30
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)	40	<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	40	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	60
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	50	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	20
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	60	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)	40	<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	20			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	20	<input type="checkbox"/> Psychotherapy (10%)	30	<input type="checkbox"/>	

DB=0

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

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	60%		1D4-1				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY
		19. SPECIAL TRAINING
		SKILL OR STAT USED

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL ROCA, Veronica		2. PROFESSION (RANK IF APPLICABLE) Paramedic		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) San Jose, CA		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 28 (DEC 11)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	10	50	
	Constitution (CON)	10	50	
	Dexterity (DEX)	15	75	Nimble
	Intelligence (INT)	14	70	Quick witted
	Power (POW)	11	55	
	Charisma (CHA)	12	60	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		10	
	Willpower Points (WP)		11	
Sanity Points (SAN)		55		
Breaking Point (BP)		44		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		12
		12
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <i>adapted</i> Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <i>adapted</i>		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	60	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	40	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%) Biology	40
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	30	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	40	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)	20	<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	30
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)	40	<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	40	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	40
	<input type="checkbox"/> Computer Science (0%)	20	<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	50	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	30	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)	20	<input type="checkbox"/> Persuade (20%)	40	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	30	<input type="checkbox"/> Pharmacy (0%)	40	<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	80			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	20	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=0

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

THIS IS A WORK OF FICTION

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	40%		1D4-1				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY	
		19. SPECIAL TRAINING	SKILL OR STAT USED
		Please indicate why this agent was recruited and why the agent agreed to be recruited.	

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL SENECAL, Howard		2. PROFESSION (RANK IF APPLICABLE) Paramedic		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Langley, WA		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 38 (APR 27)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	10	50	
	Constitution (CON)	15	75	Fit
	Dexterity (DEX)	12	60	
	Intelligence (INT)	14	70	Astute
	Power (POW)	11	55	
	Charisma (CHA)	10	50	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		12	
	Willpower Points (WP)		11	
Sanity Points (SAN)		55		
Breaking Point (BP)		44		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		10
		10
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	60	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	40	<input type="checkbox"/> Forensics (0%)	40	<input type="checkbox"/> Science (0%) Biology	40
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	40
	<input type="checkbox"/> Archeology (0%)	20	<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	40	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)	20	<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)	40	<input type="checkbox"/> Swim (20%)	40
	<input type="checkbox"/> Bureaucracy (10%)	40	<input type="checkbox"/> Melee Weapons (30%)	50	<input type="checkbox"/> Unarmed Combat (40%)	40
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	30	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	30	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	40	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)	40	<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	50	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	60			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	20	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=0

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

THIS IS A WORK OF FICTION

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	40%		1D4-1				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY
		19. SPECIAL TRAINING
		SKILL OR STAT USED

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL LIETZ, Cathryn		2. PROFESSION (RANK IF APPLICABLE) Paramedic		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Clearwater, FL		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 50 (OCT 4)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	11	55	
	Constitution (CON)	14	70	Resistant
	Dexterity (DEX)	6	30	Bulky
	Intelligence (INT)	6	30	Ignorant
	Power (POW)	14	70	Forbearing
	Charisma (CHA)	15	75	Affable
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		12	
	Willpower Points (WP)		14	
Sanity Points (SAN)		70		
Breaking Point (BP)		56		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE	
		15	
		15	
	12. MOTIVATIONS AND MENTAL DISORDERS		
	13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted			

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	30	<input type="checkbox"/> First Aid (10%)	60	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	40	<input type="checkbox"/> Forensics (0%)	40	<input type="checkbox"/> Science (0%) Biology	40
	<input type="checkbox"/> Anthropology (0%)	20	<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	60
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	40	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	50	<input type="checkbox"/> Medicine (0%)	40	<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	60	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	60
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):	20	<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	30	<input type="checkbox"/> Occult (10%)	30	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	40	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)	40	<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	20			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	20	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=0

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

THIS IS A WORK OF FICTION

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	60%		1D4-1				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY	
		19. SPECIAL TRAINING	SKILL OR STAT USED

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL WISHART, Noah		2. PROFESSION (RANK IF APPLICABLE) Paramedic		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Watervliet, MI		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 32 (MAY 3)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	x5	DISTINGUISHING FEATURES
	Strength (STR)	9	45	
	Constitution (CON)	12	60	
	Dexterity (DEX)	13	65	Slick
	Intelligence (INT)	14	70	Sharp
	Power (POW)	4	20	Depressed
	Charisma (CHA)	10	50	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		10	
	Willpower Points (WP)		4	
Sanity Points (SAN)		20		
Breaking Point (BP)		16		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		10
		10
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	60	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	40	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (10%) Biology	40
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	20
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	30	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	40	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)	20	<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)	40	<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	60	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	40
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	50	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	30	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	40	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)	40	<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	50	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	20			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	40	<input type="checkbox"/> Psychotherapy (10%)	70	<input type="checkbox"/>	

DB=0

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

THIS IS A WORK OF FICTION

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	40%		1D4-1				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY		
			19. SPECIAL TRAINING	SKILL OR STAT USED
Please indicate why this agent was recruited and why the agent agreed to be recruited.				

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL BOWER, Chantal		2. PROFESSION (RANK IF APPLICABLE) Paramedic		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Gadsden, SC		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 29 (MAR 15)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	13	65	Brawny
	Constitution (CON)	10	50	
	Dexterity (DEX)	14	70	Quick footed
	Intelligence (INT)	10	50	
	Power (POW)	17	85	Indomitable
	Charisma (CHA)	8	40	Shy
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		12	
	Willpower Points (WP)		17	
Sanity Points (SAN)		85		
Breaking Point (BP)		68		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		8
		8
12. MOTIVATIONS AND MENTAL DISORDERS		
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	60	<input type="checkbox"/> Ride (10%)	30
	<input type="checkbox"/> Alertness (20%)	40	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (10%) Biology	40
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)	20	<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	40	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)	60	<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	40	<input type="checkbox"/> Melee Weapons (30%)	50	<input type="checkbox"/> Unarmed Combat (40%)	60
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	50	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	40	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	30	<input type="checkbox"/> Pharmacy (0%)	60	<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	20			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	40	<input type="checkbox"/> Psychotherapy (10%)	50	<input type="checkbox"/>	

DB=1

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

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	60%		1D4				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY
		19. SPECIAL TRAINING
		SKILL OR STAT USED

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL ALBERTSON, Billy		2. PROFESSION (RANK IF APPLICABLE) Paramedic		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Bay Minette, AL		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 28 (OCT 16)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	9	45	
	Constitution (CON)	12	60	
	Dexterity (DEX)	18	90	Razor sharp
	Intelligence (INT)	16	80	Quick witted
	Power (POW)	15	75	Strong-willed
	Charisma (CHA)	9	45	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		10	
	Willpower Points (WP)		15	
Sanity Points (SAN)		75		
Breaking Point (BP)		60		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		9
		9
12. MOTIVATIONS AND MENTAL DISORDERS		
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	80	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	40	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (10%) Biology	60
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	60
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	60	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	30
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)	40	<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	60	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	40
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):	20	<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	40	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)	60	<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):	20	<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	60			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	20	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=0

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

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	40%		1D4-1				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY	
		19. SPECIAL TRAINING	SKILL OR STAT USED
		Please indicate why this agent was recruited and why the agent agreed to be recruited.	

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL RUCKER, Angelina		2. PROFESSION (RANK IF APPLICABLE) Paramedic		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Lenexa, KS		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 32 (MAR 8)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	10	50	
	Constitution (CON)	15	75	Fit
	Dexterity (DEX)	14	70	Quick footed
	Intelligence (INT)	11	55	
	Power (POW)	10	50	
	Charisma (CHA)	12	60	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		12	
	Willpower Points (WP)		10	
Sanity Points (SAN)		50		
Breaking Point (BP)		40		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS		SCORE
			12
			12
	12. MOTIVATIONS AND MENTAL DISORDERS		
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE			
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <i>adapted</i> Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <i>adapted</i>			

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	60	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	60	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%) Biology	40
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	80
	<input type="checkbox"/> Archeology (0%)	20	<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	40	<input type="checkbox"/> Surgery (0%)	20
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	30
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)	40	<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	60	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	40
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	30	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	30	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	40	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)	40	<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	20			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	20	<input type="checkbox"/> Psychotherapy (10%)	50	<input type="checkbox"/>	

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

DB=0

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	40%		1D4-1				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY	
		19. SPECIAL TRAINING	SKILL OR STAT USED
Please indicate why this agent was recruited and why the agent agreed to be recruited.			

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL TRIGG, Cary		2. PROFESSION (RANK IF APPLICABLE) Paramedic		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Racine, WI		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 29 (OCT 18)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	12	60	
	Constitution (CON)	10	50	
	Dexterity (DEX)	14	70	Agile
	Intelligence (INT)	15	75	Canny
	Power (POW)	11	55	
	Charisma (CHA)	10	50	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		11	
	Willpower Points (WP)		11	
Sanity Points (SAN)		55		
Breaking Point (BP)		44		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		10
		10
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	80	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	40	<input type="checkbox"/> Forensics (0%)	40	<input type="checkbox"/> Science (0%) Biology	40
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)	20	<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	60	<input type="checkbox"/> Surgery (0%)	20
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)	60	<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	40	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	40
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	30	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	40	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)	60	<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	20			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	20	<input type="checkbox"/> Psychotherapy (10%)	70	<input type="checkbox"/>	

DB=0

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

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	40%		1D4-1				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL GRASTY, Colette		2. PROFESSION (RANK IF APPLICABLE) Paramedic		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Yadkinville, NC		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 41 (JUN 20)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	x5	DISTINGUISHING FEATURES	PSYCHOLOGICAL DATA	11. BONDS	SCORE	
	Strength (STR)	8	40	Puny			10	
	Constitution (CON)	17	85	Indefatigable			10	
	Dexterity (DEX)	13	65	Agile				
	Intelligence (INT)	10	50					
	Power (POW)	14	70	Unflinching				
	Charisma (CHA)	10	50					
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT		12. MOTIVATIONS AND MENTAL DISORDERS		
	Hit Points (HP)		12					
	Willpower Points (WP)		14					
Sanity Points (SAN)		70						
Breaking Point (BP)		56						
10. PHYSICAL DESCRIPTION				13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE				
				Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted				

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	60	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	40	<input type="checkbox"/> Forensics (0%)	40	<input type="checkbox"/> Science (0%) Biology	60
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	40
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):	20	<input type="checkbox"/> History (10%)	30	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	40	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)	20	<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)	40	<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	60	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	40
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	30	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)	20	<input type="checkbox"/> Persuade (20%)	40	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)	40	<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	20			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	20	<input type="checkbox"/> Psychotherapy (10%)	50	<input type="checkbox"/>	

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

DB=-1

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	40%		1D4-2				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY		
			19. SPECIAL TRAINING	SKILL OR STAT USED

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL FINLAY, Quinn		2. PROFESSION (RANK IF APPLICABLE) Paramedic		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Hamilton, MT		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 41 (DEC 8)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	14	70	Brawny
	Constitution (CON)	15	75	Resistant
	Dexterity (DEX)	10	50	
	Intelligence (INT)	12	60	
	Power (POW)	11	55	
	Charisma (CHA)	10	50	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		14	
	Willpower Points (WP)		11	
Sanity Points (SAN)		55		
Breaking Point (BP)		44		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		10
		10
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	60	<input type="checkbox"/> Ride (10%)	30
	<input type="checkbox"/> Alertness (20%)	40	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%) Biology	40
	<input type="checkbox"/> Anthropology (0%)	20	<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	30
			<input type="checkbox"/> HUMINT (10%)	40	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)	20	<input type="checkbox"/> Law (0%)	20	<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)	40	<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	40	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	60
	<input type="checkbox"/> Computer Science (0%)	20	<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	60	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)	40	<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	60			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	20	<input type="checkbox"/> Psychotherapy (10%)	50	<input type="checkbox"/>	

DB=1

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

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	60%		1D4				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY	
		19. SPECIAL TRAINING	SKILL OR STAT USED
		Please indicate why this agent was recruited and why the agent agreed to be recruited.	

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL RANKINS, Grace		2. PROFESSION (RANK IF APPLICABLE) Physician		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Secor, IL		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 45 (NOV 16)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	11	55	
	Constitution (CON)	12	60	
	Dexterity (DEX)	10	50	
	Intelligence (INT)	14	70	Sharp
	Power (POW)	10	50	
	Charisma (CHA)	15	75	Charming
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		12	
	Willpower Points (WP)		10	
Sanity Points (SAN)		50		
Breaking Point (BP)		40		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		15
		15
	12. MOTIVATIONS AND MENTAL DISORDERS	
	13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE	
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	60	<input type="checkbox"/> Ride (10%)	30
	<input type="checkbox"/> Alertness (20%)	40	<input type="checkbox"/> Forensics (0%)	50	<input type="checkbox"/> Science (0%) Biology	60
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	60
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)	20	<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)	20	<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)	80	<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	50	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	40
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):	20	<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)	20	<input type="checkbox"/> Persuade (20%)	40	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)	50	<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	20			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	20	<input type="checkbox"/> Psychotherapy (10%)	60	<input type="checkbox"/>	

DB=0

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

THIS IS A WORK OF FICTION

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	40%		1D4-1				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY
		19. SPECIAL TRAINING
		SKILL OR STAT USED

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL BEADLES, Garrick		2. PROFESSION (RANK IF APPLICABLE) Physician		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Wiscasset, ME		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 51 (MAY 24)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	12	60	
	Constitution (CON)	11	55	
	Dexterity (DEX)	12	60	
	Intelligence (INT)	13	65	Cunning
	Power (POW)	11	55	
	Charisma (CHA)	13	65	Affable
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		12	
	Willpower Points (WP)		11	
Sanity Points (SAN)		55		
Breaking Point (BP)		44		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		13
		13
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	80	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	20	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%) Biology	60 50
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	40
	<input type="checkbox"/> Archeology (0%)	20	<input type="checkbox"/> Heavy Weapons (0%)	20	<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	20
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)	20	<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)	60	<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	50	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	40
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	30	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	60	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)	50	<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	50	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	20			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	20	<input type="checkbox"/> Psychotherapy (10%)	60	<input type="checkbox"/>	

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

DB=0

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	40%		1D4-1				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY
		19. SPECIAL TRAINING
		SKILL OR STAT USED

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL ROBINS, Noemi		2. PROFESSION (RANK IF APPLICABLE) Physician		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Walker, KY		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 40 (JAN 19)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	16	80	Powerful
	Constitution (CON)	11	55	
	Dexterity (DEX)	8	40	Bulky
	Intelligence (INT)	13	65	Crafty
	Power (POW)	8	40	Nervous
	Charisma (CHA)	13	65	Outgoing
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		14	
	Willpower Points (WP)		8	
Sanity Points (SAN)		40		
Breaking Point (BP)		32		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		13
		13
12. MOTIVATIONS AND MENTAL DISORDERS		
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	80	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	40	<input type="checkbox"/> Forensics (0%)	50	<input type="checkbox"/> Science (0%) Biology	80
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	60
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):	20	<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)	60	<input type="checkbox"/> Swim (20%)	40
	<input type="checkbox"/> Bureaucracy (10%)	50	<input type="checkbox"/> Melee Weapons (30%)	50	<input type="checkbox"/> Unarmed Combat (40%)	40
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	40	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)	50	<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):	20	<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	20			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	20	<input type="checkbox"/> Psychotherapy (10%)	60	<input type="checkbox"/>	

DB=1

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

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	40%		1D4				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY
		19. SPECIAL TRAINING
		SKILL OR STAT USED

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL MCLANE, Stefan		2. PROFESSION (RANK IF APPLICABLE) Physician		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Waterboro, ME		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 30 (DEC 19)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	10	50	
	Constitution (CON)	10	50	
	Dexterity (DEX)	13	65	Quick footed
	Intelligence (INT)	8	40	Shallow
	Power (POW)	14	70	Calm
	Charisma (CHA)	17	85	Beguiling
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		10	
	Willpower Points (WP)		14	
Sanity Points (SAN)		70		
Breaking Point (BP)		56		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		17
		17
12. MOTIVATIONS AND MENTAL DISORDERS		
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	60	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	20	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (10%) Biology	60 50
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	30	<input type="checkbox"/> Search (20%)	40
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	30
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	50	<input type="checkbox"/> Medicine (0%)	60	<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	70	<input type="checkbox"/> Melee Weapons (30%)	50	<input type="checkbox"/> Unarmed Combat (40%)	60
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):	20	<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)	20	<input type="checkbox"/> Persuade (20%)	40	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)	50	<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	20			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	20	<input type="checkbox"/> Psychotherapy (10%)	60	<input type="checkbox"/>	

DB=0

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

THIS IS A WORK OF FICTION

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	60%		1D4-1				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL BARNS, Adriana		2. PROFESSION (RANK IF APPLICABLE) Physician		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Du Pont, GA		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 28 (FEB 3)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	13	65	Sturdy
	Constitution (CON)	9	45	
	Dexterity (DEX)	11	55	
	Intelligence (INT)	16	80	Crafty
	Power (POW)	15	75	Forbearing
	Charisma (CHA)	10	50	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		11	
	Willpower Points (WP)		15	
Sanity Points (SAN)		75		
Breaking Point (BP)		60		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		10
		10
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	60	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	40	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%) Biology	60 50
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	30	<input type="checkbox"/> Search (20%)	40
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	30	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)	60	<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	50	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	40
	<input type="checkbox"/> Computer Science (0%)	20	<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):	20	<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	60	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)	70	<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	40			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	20	<input type="checkbox"/> Psychotherapy (10%)	60	<input type="checkbox"/>	

DB=1

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

THIS IS A WORK OF FICTION

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	40%		1D4				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY
		19. SPECIAL TRAINING
		SKILL OR STAT USED

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL TEWS, Dave		2. PROFESSION (RANK IF APPLICABLE) Physician		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Reklaw, TX		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 36 (DEC 6)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	13	65	Brawny
	Constitution (CON)	11	55	
	Dexterity (DEX)	16	80	Quick footed
	Intelligence (INT)	16	80	Cunning
	Power (POW)	11	55	
	Charisma (CHA)	13	65	Likable
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		12	
	Willpower Points (WP)		11	
Sanity Points (SAN)		55		
Breaking Point (BP)		44		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		13
		13
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <i>adapted</i> Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <i>adapted</i>		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	80	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	20	<input type="checkbox"/> Forensics (0%)	50	<input type="checkbox"/> Science (0%) Biology	60 50
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	40
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	30
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)	20	<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)	60	<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	50	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	40
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	30	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	60	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)	50	<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	50	<input type="checkbox"/> Pilot (0%):	20	<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	20			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	40	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=1

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

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	40%		1D4				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY	
		19. SPECIAL TRAINING	SKILL OR STAT USED
		Please indicate why this agent was recruited and why the agent agreed to be recruited.	

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL HAMLETT, Marlene		2. PROFESSION (RANK IF APPLICABLE) Physician		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Naknek, AK		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 41 (DEC 18)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	12	60	
	Constitution (CON)	13	65	Perfect health
	Dexterity (DEX)	13	65	Slick
	Intelligence (INT)	12	60	
	Power (POW)	11	55	
	Charisma (CHA)	11	55	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		12	
	Willpower Points (WP)		11	
Sanity Points (SAN)		55		
Breaking Point (BP)		44		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		11
		11
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	60	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	20	<input type="checkbox"/> Forensics (0%)	50	<input type="checkbox"/> Science (0%) Biology	80 50
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	40
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	20
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	30	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)	20	<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)	60	<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	70	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	40
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):	20	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	30	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	60	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)	50	<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	20			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	20	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=0

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

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	40%		1D4-1				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY
		19. SPECIAL TRAINING
		SKILL OR STAT USED

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL GEBO, Jimmie		2. PROFESSION (RANK IF APPLICABLE) Physician		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Otisco, IN		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 50 (OCT 9)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	10	50	
	Constitution (CON)	14	70	Resistant
	Dexterity (DEX)	17	85	Razor sharp
	Intelligence (INT)	8	40	Oblivious
	Power (POW)	13	65	Strong-willed
	Charisma (CHA)	10	50	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		12	
	Willpower Points (WP)		13	
Sanity Points (SAN)		65		
Breaking Point (BP)		52		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		10
		10
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	80	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	20	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (10%) Biology	60 50
	<input type="checkbox"/> Anthropology (0%)	20	<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	40
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)	20	<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):	20	<input type="checkbox"/> History (10%)	30	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	30	<input type="checkbox"/> Surgery (0%)	50
	<input type="checkbox"/> Artillery (0%)	20	<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)	60	<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	50	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	40
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	60	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)	50	<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	20			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	20	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=0

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

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	40%		1D4-1				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY	
		19. SPECIAL TRAINING	SKILL OR STAT USED
		Please indicate why this agent was recruited and why the agent agreed to be recruited.	

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL BUTTON, Chelsie		2. PROFESSION (RANK IF APPLICABLE) Physician		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Brooker, FL		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 33 (APR 6)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	15	75	Sturdy
	Constitution (CON)	11	55	
	Dexterity (DEX)	10	50	
	Intelligence (INT)	14	70	Canny
	Power (POW)	10	50	
	Charisma (CHA)	12	60	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		13	
	Willpower Points (WP)		10	
Sanity Points (SAN)		50		
Breaking Point (BP)		40		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		12
		12
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <i>adapted</i> Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <i>adapted</i>		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	60	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	40	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (10%) Biology	60 50
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	40
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	50
	<input type="checkbox"/> Artillery (0%)	20	<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	30
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)	60	<input type="checkbox"/> Swim (20%)	40
	<input type="checkbox"/> Bureaucracy (10%)	50	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	40
	<input type="checkbox"/> Computer Science (0%)	20	<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	30	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	60	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)	70	<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	20			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	20	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=1

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

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	40%		1D4				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY
		19. SPECIAL TRAINING
		SKILL OR STAT USED

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL BEVINS, Denver		2. PROFESSION (RANK IF APPLICABLE) Physician		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Okabena, MN		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 46 (MAR 5)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	13	65	Powerful
	Constitution (CON)	11	55	
	Dexterity (DEX)	11	55	
	Intelligence (INT)	13	65	Ingenious
	Power (POW)	12	60	
	Charisma (CHA)	12	60	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		12	
	Willpower Points (WP)		12	
Sanity Points (SAN)		60		
Breaking Point (BP)		48		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		12
		12
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	60	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	20	<input type="checkbox"/> Forensics (0%)	50	<input type="checkbox"/> Science (0%) Biology	60
	<input type="checkbox"/> Anthropology (0%)	20	<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	40
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	30	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)	60	<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	50	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	40
	<input type="checkbox"/> Computer Science (0%)	20	<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):	20	<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	60	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	30	<input type="checkbox"/> Pharmacy (0%)	50	<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):	20	<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	20			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	40	<input type="checkbox"/> Psychotherapy (10%)	60	<input type="checkbox"/>	

DB=1

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

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	40%		1D4				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY	
		19. SPECIAL TRAINING	SKILL OR STAT USED
		Please indicate why this agent was recruited and why the agent agreed to be recruited.	

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL CARRIGAN, Sasha		2. PROFESSION (RANK IF APPLICABLE) Physician		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Grace, ID		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 55 (MAY 23)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	14	70	Tough
	Constitution (CON)	15	75	Resistant
	Dexterity (DEX)	17	85	Razor sharp
	Intelligence (INT)	13	65	Quick witted
	Power (POW)	13	65	Stoic
	Charisma (CHA)	14	70	Likable
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		14	
	Willpower Points (WP)		13	
Sanity Points (SAN)		65		
Breaking Point (BP)		52		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		14
		14
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <i>adapted</i> Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <i>adapted</i>		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	30	<input type="checkbox"/> First Aid (10%)	60	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	20	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%) Biology	60
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	40
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	20
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	50
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)	60	<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	70	<input type="checkbox"/> Melee Weapons (30%)	50	<input type="checkbox"/> Unarmed Combat (40%)	60
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):	20	<input type="checkbox"/> Navigate (10%)	30	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	30	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	40	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)	50	<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	20			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	20	<input type="checkbox"/> Psychotherapy (10%)	60	<input type="checkbox"/>	

DB=1

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

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	60%		1D4				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY
		19. SPECIAL TRAINING
		SKILL OR STAT USED

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL MCGLYNN, Nolan		2. PROFESSION (RANK IF APPLICABLE) Physician		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Limington, ME		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 29 (DEC 12)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES	PSYCHOLOGICAL DATA	11. BONDS	SCORE
	Strength (STR)	17	85	Musclebound			15
	Constitution (CON)	15	75	Resilient			15
	Dexterity (DEX)	9	45				
	Intelligence (INT)	13	65	Cunning			
	Power (POW)	7	35	Nervous			
	Charisma (CHA)	15	75	Approachable			
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT		12. MOTIVATIONS AND MENTAL DISORDERS	
	Hit Points (HP)		16				
	Willpower Points (WP)		7				
Sanity Points (SAN)		35					
Breaking Point (BP)		28					
10. PHYSICAL DESCRIPTION				13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE			
				Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted			

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	30	<input type="checkbox"/> First Aid (10%)	60	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	40	<input type="checkbox"/> Forensics (0%)	50	<input type="checkbox"/> Science (0%) Biology	60 50
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	40
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	20
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)	60	<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	50	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	40
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)	20	<input type="checkbox"/> Persuade (20%)	40	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	30	<input type="checkbox"/> Pharmacy (0%)	70	<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	40			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	40	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

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

DB=2

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	40%		1D4+1				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY
		19. SPECIAL TRAINING
		SKILL OR STAT USED

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL SANDELL, Natalia		2. PROFESSION (RANK IF APPLICABLE) Physician		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Evansville, WI		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 33 (AUG 20)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES	PSYCHOLOGICAL DATA	11. BONDS	SCORE	
	Strength (STR)	12	60				15	
	Constitution (CON)	10	50				15	
	Dexterity (DEX)	10	50					
	Intelligence (INT)	11	55					
	Power (POW)	14	70	Calm				
	Charisma (CHA)	15	75	Prepossessing				
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT		12. MOTIVATIONS AND MENTAL DISORDERS		
	Hit Points (HP)		11					
	Willpower Points (WP)		14					
Sanity Points (SAN)		70						
Breaking Point (BP)		56						
10. PHYSICAL DESCRIPTION				13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE				
				Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted				

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	60	<input type="checkbox"/> Ride (10%)	30
	<input type="checkbox"/> Alertness (20%)	40	<input type="checkbox"/> Forensics (0%)	50	<input type="checkbox"/> Science (0%) Biology	60 50
	<input type="checkbox"/> Anthropology (0%)	20	<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	40
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	30
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)	20	<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)	60	<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	50	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	40
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):	20	<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	60	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)	50	<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	20			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	40	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=0

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

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	40%		1D4-1				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY		
			19. SPECIAL TRAINING	SKILL OR STAT USED
Please indicate why this agent was recruited and why the agent agreed to be recruited.				

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL NOE, Titus		2. PROFESSION (RANK IF APPLICABLE) Physician		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Salem, OR		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 25 (JAN 17)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	10	50	
	Constitution (CON)	10	50	
	Dexterity (DEX)	13	65	Nimble
	Intelligence (INT)	14	70	Cunning
	Power (POW)	8	40	Nervous
	Charisma (CHA)	17	85	Magnetic
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		10	
	Willpower Points (WP)		8	
Sanity Points (SAN)		40		
Breaking Point (BP)		32		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		17
		17
	12. MOTIVATIONS AND MENTAL DISORDERS	
	13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE	
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	60	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	20	<input type="checkbox"/> Forensics (0%)	70	<input type="checkbox"/> Science (0%) Biology	60 50
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	40
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	30
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	50	<input type="checkbox"/> Medicine (0%)	60	<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	50	<input type="checkbox"/> Melee Weapons (30%)	50	<input type="checkbox"/> Unarmed Combat (40%)	40
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):	20	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	30	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)	20	<input type="checkbox"/> Persuade (20%)	40	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)	50	<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	20			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	20	<input type="checkbox"/> Psychotherapy (10%)	30	<input type="checkbox"/>	

DB=0

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

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	40%		1D4-1				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY	
		19. SPECIAL TRAINING	SKILL OR STAT USED
		Please indicate why this agent was recruited and why the agent agreed to be recruited.	

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL BARRIGA, Michele		2. PROFESSION (RANK IF APPLICABLE) Physician		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Denver, MO		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 44 (SEP 17)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	11	55	
	Constitution (CON)	15	75	Robust
	Dexterity (DEX)	10	50	
	Intelligence (INT)	12	60	
	Power (POW)	10	50	
	Charisma (CHA)	14	70	Approachable
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		13	
	Willpower Points (WP)		10	
Sanity Points (SAN)		50		
Breaking Point (BP)		40		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		14
		14
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <i>adapted</i> Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <i>adapted</i>		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	30	<input type="checkbox"/> First Aid (10%)	60	<input type="checkbox"/> Ride (10%)	30
	<input type="checkbox"/> Alertness (20%)	20	<input type="checkbox"/> Forensics (0%)	50	<input type="checkbox"/> Science (0%) Biology	60
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	40
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	20
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	30	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	50	<input type="checkbox"/> Medicine (0%)	60	<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	50	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	40
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	30	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	60	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)	50	<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	20			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	40	<input type="checkbox"/> Psychotherapy (10%)	60	<input type="checkbox"/>	

DB=0

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

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	40%		1D4-1				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY	
		19. SPECIAL TRAINING	SKILL OR STAT USED

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL REIMER, Edgar		2. PROFESSION (RANK IF APPLICABLE) Physician		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Kenefic, OK		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 38 (MAR 9)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	8	40	Puny
	Constitution (CON)	10	50	
	Dexterity (DEX)	14	70	Nimble
	Intelligence (INT)	13	65	Perceptive
	Power (POW)	10	50	
	Charisma (CHA)	17	85	Magnetic
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		9	
	Willpower Points (WP)		10	
Sanity Points (SAN)		50		
Breaking Point (BP)		40		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		17
		17
12. MOTIVATIONS AND MENTAL DISORDERS		
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	60	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	20	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%) Biology	60 50
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	40
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)	20	<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	30	<input type="checkbox"/> Stealth (10%)	30
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)	80	<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	50	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	40
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	30	<input type="checkbox"/>	20
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	40	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)	50	<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):	20	<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	20			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	20	<input type="checkbox"/> Psychotherapy (10%)	80	<input type="checkbox"/>	

DB=-1

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

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	40%		1D4-2				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY	
		19. SPECIAL TRAINING	SKILL OR STAT USED
		Please indicate why this agent was recruited and why the agent agreed to be recruited.	

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL BOGEN, Francesca		2. PROFESSION (RANK IF APPLICABLE) Physician		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Huron, TN		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 31 (JUL 25)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	12	60	
	Constitution (CON)	15	75	Perfect health
	Dexterity (DEX)	10	50	
	Intelligence (INT)	11	55	
	Power (POW)	10	50	
	Charisma (CHA)	14	70	Approachable
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		14	
	Willpower Points (WP)		10	
Sanity Points (SAN)		50		
Breaking Point (BP)		40		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		14
		14
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <i>adapted</i> Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <i>adapted</i>		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	30	<input type="checkbox"/> First Aid (10%)	60	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	20	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%) Biology	60 50
	<input type="checkbox"/> Anthropology (0%)	20	<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	40
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	50
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)	60	<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	50	<input type="checkbox"/> Melee Weapons (30%)	50	<input type="checkbox"/> Unarmed Combat (40%)	60
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)	20	<input type="checkbox"/> Persuade (20%)	40	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	30	<input type="checkbox"/> Pharmacy (0%)	50	<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	50	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	40			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	20	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=0

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

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	60%		1D4-1				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY
		19. SPECIAL TRAINING
		SKILL OR STAT USED

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL LANDRETH, Kirby		2. PROFESSION (RANK IF APPLICABLE) Physician		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Kerens, WV		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 27 (JUL 26)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	10	50	
	Constitution (CON)	13	65	Fit
	Dexterity (DEX)	8	40	Clumsy
	Intelligence (INT)	14	70	Cunning
	Power (POW)	10	50	
	Charisma (CHA)	17	85	Irresistible
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		12	
	Willpower Points (WP)		10	
Sanity Points (SAN)		50		
Breaking Point (BP)		40		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS		SCORE
			17
			17
	12. MOTIVATIONS AND MENTAL DISORDERS		
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE			
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted			

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	60	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	20	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%) Biology	80
	<input type="checkbox"/> Anthropology (0%)	20	<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	40
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	50
	<input type="checkbox"/> Artillery (0%)	20	<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	50	<input type="checkbox"/> Medicine (0%)	60	<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	50	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	40
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):	20	<input type="checkbox"/> Navigate (10%)	30	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	40	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	30	<input type="checkbox"/> Pharmacy (0%)	50	<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	50	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	20			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	20	<input type="checkbox"/> Psychotherapy (10%)	60	<input type="checkbox"/>	

DB=0

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

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	40%		1D4-1				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY
		19. SPECIAL TRAINING
		SKILL OR STAT USED
Please indicate why this agent was recruited and why the agent agreed to be recruited.		

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL HANSFORD, Jennie		2. PROFESSION (RANK IF APPLICABLE) Physician		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Anchorage, AK		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 42 (DEC 5)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	10	50	
	Constitution (CON)	8	40	Unfit
	Dexterity (DEX)	17	85	Acrobatic
	Intelligence (INT)	10	50	
	Power (POW)	13	65	Forbearing
	Charisma (CHA)	14	70	Likable
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		9	
	Willpower Points (WP)		13	
Sanity Points (SAN)		65		
Breaking Point (BP)		52		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE	
		14	
		14	
	12. MOTIVATIONS AND MENTAL DISORDERS		
	13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <i>adapted</i> Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <i>adapted</i>			

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	30	<input type="checkbox"/> First Aid (10%)	60	<input type="checkbox"/> Ride (10%)	30
	<input type="checkbox"/> Alertness (20%)	20	<input type="checkbox"/> Forensics (0%)	50	<input type="checkbox"/> Science (0%) Biology	80
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	40
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	20
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	50
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)	60	<input type="checkbox"/> Swim (20%)	40
	<input type="checkbox"/> Bureaucracy (10%)	70	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	40
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):	20	<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	20
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	40	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)	50	<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	20			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	20	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=0

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

THIS IS A WORK OF FICTION

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	40%		1D4-1				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY	
		19. SPECIAL TRAINING	SKILL OR STAT USED

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL CRABILL, Durell		2. PROFESSION (RANK IF APPLICABLE) Physician		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Eatonville, WA		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 26 (OCT 19)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	12	60	
	Constitution (CON)	11	55	
	Dexterity (DEX)	15	75	Quick footed
	Intelligence (INT)	10	50	
	Power (POW)	14	70	Strong-willed
	Charisma (CHA)	10	50	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		12	
	Willpower Points (WP)		14	
Sanity Points (SAN)		70		
Breaking Point (BP)		56		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		10
		10
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	80	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	20	<input type="checkbox"/> Forensics (0%)	50	<input type="checkbox"/> Science (0%) Biology	60
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	60
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)	60	<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	50	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	40
	<input type="checkbox"/> Computer Science (0%)	20	<input type="checkbox"/> Military Science (0%):	20	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	30	<input type="checkbox"/> Occult (10%)	30	<input type="checkbox"/>	20
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	40	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)	50	<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	50	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	20			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	20	<input type="checkbox"/> Psychotherapy (10%)	60	<input type="checkbox"/>	

DB=0

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

THIS IS A WORK OF FICTION

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	40%		1D4-1				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY
		19. SPECIAL TRAINING
		SKILL OR STAT USED

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL RANDEL, Anne		2. PROFESSION (RANK IF APPLICABLE) Physician		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Bensenville, IL		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 39 (NOV 26)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	13	65	Tough
	Constitution (CON)	11	55	
	Dexterity (DEX)	12	60	
	Intelligence (INT)	13	65	Quick witted
	Power (POW)	11	55	
	Charisma (CHA)	12	60	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		12	
	Willpower Points (WP)		11	
Sanity Points (SAN)		55		
Breaking Point (BP)		44		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		12
		12
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <i>adapted</i> Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <i>adapted</i>		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	60	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	20	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%) Biology	80
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	30	<input type="checkbox"/> Search (20%)	40
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	20
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	30	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	30	<input type="checkbox"/> Surgery (0%)	50
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)	60	<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	50	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	40
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	30	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	60	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)	50	<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	20			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	20	<input type="checkbox"/> Psychotherapy (10%)	80	<input type="checkbox"/>	

DB=1

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

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	40%		1D4				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY		
		19. SPECIAL TRAINING	SKILL OR STAT USED	
Please indicate why this agent was recruited and why the agent agreed to be recruited.				

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL DUNLOP, Jovan		2. PROFESSION (RANK IF APPLICABLE) Physician		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Nashville, TN		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 46 (DEC 25)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	11	55	
	Constitution (CON)	15	75	Resilient
	Dexterity (DEX)	14	70	Quick footed
	Intelligence (INT)	10	50	
	Power (POW)	12	60	
	Charisma (CHA)	10	50	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		13	
	Willpower Points (WP)		12	
Sanity Points (SAN)		60		
Breaking Point (BP)		48		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		10
		10
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	80	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	40	<input type="checkbox"/> Forensics (0%)	50	<input type="checkbox"/> Science (0%) Biology	60
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	40
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	30	<input type="checkbox"/> Surgery (0%)	50
	<input type="checkbox"/> Artillery (0%)	20	<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	30
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)	60	<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	50	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	40
	<input type="checkbox"/> Computer Science (0%)	20	<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):	20	<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	40	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)	50	<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	40			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	20	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=0

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

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	40%		1D4-1				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY
		19. SPECIAL TRAINING
		SKILL OR STAT USED

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL BRAWNER, Leanna		2. PROFESSION (RANK IF APPLICABLE) Physician		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Avinger, TX		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 46 (FEB 9)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	13	65	Brawny
	Constitution (CON)	10	50	
	Dexterity (DEX)	17	85	Quick
	Intelligence (INT)	14	70	Crafty
	Power (POW)	10	50	
	Charisma (CHA)	8	40	Silent
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		12	
	Willpower Points (WP)		10	
Sanity Points (SAN)		50		
Breaking Point (BP)		40		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		8
		8
12. MOTIVATIONS AND MENTAL DISORDERS		
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	60	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	20	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (10%) Biology	80 50
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	30	<input type="checkbox"/> Search (20%)	40
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	20
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	30
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	50
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)	20	<input type="checkbox"/> Survival (10%)	30
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)	60	<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	70	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	40
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	40	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)	50	<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):	20	<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	20			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	20	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=1

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

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	40%		1D4				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY
		19. SPECIAL TRAINING
		SKILL OR STAT USED

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL DUCHARME, Schuyler		2. PROFESSION (RANK IF APPLICABLE) Physician		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Avilla, IN		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 51 (JAN 11)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	10	50	
	Constitution (CON)	14	70	Resistant
	Dexterity (DEX)	8	40	Clumsy
	Intelligence (INT)	10	50	
	Power (POW)	17	85	Imperturbable
	Charisma (CHA)	13	65	Likable
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		12	
	Willpower Points (WP)		17	
Sanity Points (SAN)		85		
Breaking Point (BP)		68		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		13
		13
	12. MOTIVATIONS AND MENTAL DISORDERS	
	13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE	
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	60	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	20	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (10%) Biology	60 50
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	40
	<input type="checkbox"/> Archeology (0%)	20	<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	30	<input type="checkbox"/> Stealth (10%)	30
			<input type="checkbox"/> HUMINT (10%)	30	<input type="checkbox"/> Surgery (0%)	50
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)	60	<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	70	<input type="checkbox"/> Melee Weapons (30%)	50	<input type="checkbox"/> Unarmed Combat (40%)	40
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):	20	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	40	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)	50	<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	20			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	20	<input type="checkbox"/> Psychotherapy (10%)	30	<input type="checkbox"/>	

DB=0

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

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	40%		1D4-1				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL BILLINGTON, Margaret		2. PROFESSION (RANK IF APPLICABLE) Physician		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Cambridge Spring, PA		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 54 (APR 7)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	10	50	
	Constitution (CON)	17	85	Indefatigable
	Dexterity (DEX)	13	65	Quick footed
	Intelligence (INT)	14	70	Cunning
	Power (POW)	8	40	Low spirited
	Charisma (CHA)	10	50	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		14	
	Willpower Points (WP)		8	
Sanity Points (SAN)		40		
Breaking Point (BP)		32		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		10
		10
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <i>adapted</i> Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <i>adapted</i>		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	30	<input type="checkbox"/> First Aid (10%)	60	<input type="checkbox"/> Ride (10%)	30
	<input type="checkbox"/> Alertness (20%)	20	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (10%) Biology	60 50
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	30	<input type="checkbox"/> Search (20%)	40
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)	20	<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)	20	<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)	80	<input type="checkbox"/> Swim (20%)	40
	<input type="checkbox"/> Bureaucracy (10%)	50	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	40
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	40	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)	50	<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	50	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	20			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	20	<input type="checkbox"/> Psychotherapy (10%)	60	<input type="checkbox"/>	

DB=0

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

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	40%		1D4-1				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY	
		19. SPECIAL TRAINING	SKILL OR STAT USED
Please indicate why this agent was recruited and why the agent agreed to be recruited.			

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL PINEIRO, Graham		2. PROFESSION (RANK IF APPLICABLE) Physician		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) San Antonio, TX		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 35 (MAY 4)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	10	50	
	Constitution (CON)	11	55	
	Dexterity (DEX)	12	60	
	Intelligence (INT)	14	70	Quick witted
	Power (POW)	15	75	Stoic
	Charisma (CHA)	10	50	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		10	
	Willpower Points (WP)		15	
Sanity Points (SAN)		75		
Breaking Point (BP)		60		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		10
		10
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <i>adapted</i> Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <i>adapted</i>		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	80	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	40	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (10%) Biology	80 50
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	40
	<input type="checkbox"/> Archeology (0%)	20	<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	50
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)	60	<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	70	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	40
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)	20	<input type="checkbox"/> Persuade (20%)	40	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	30	<input type="checkbox"/> Pharmacy (0%)	50	<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	40			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	20	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=0

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

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	40%		1D4-1				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY	
		19. SPECIAL TRAINING	SKILL OR STAT USED
		Please indicate why this agent was recruited and why the agent agreed to be recruited.	

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL OVERHOLT, Tabatha		2. PROFESSION (RANK IF APPLICABLE) Physician		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Pryse, KY		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 32 (FEB 4)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	14	70	Muscular
	Constitution (CON)	17	85	Indefatigable
	Dexterity (DEX)	13	65	Slick
	Intelligence (INT)	8	40	Oblivious
	Power (POW)	10	50	
	Charisma (CHA)	10	50	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		16	
	Willpower Points (WP)		10	
Sanity Points (SAN)		50		
Breaking Point (BP)		40		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		10
		10
12. MOTIVATIONS AND MENTAL DISORDERS		
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	60	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	20	<input type="checkbox"/> Forensics (0%)	50	<input type="checkbox"/> Science (0%) Biology	60
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	40
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	50
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	30
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)	60	<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	50	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	40
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):	20	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	30	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	20
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	60	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	30	<input type="checkbox"/> Pharmacy (0%)	50	<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	50	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	20			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	40	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=1

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

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	40%		1D4				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY	
		19. SPECIAL TRAINING	SKILL OR STAT USED
		Please indicate why this agent was recruited and why the agent agreed to be recruited.	

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL KASS, Taurean		2. PROFESSION (RANK IF APPLICABLE) Physician		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Hartford, KS		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 25 (FEB 2)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	14	70	Powerful
	Constitution (CON)	10	50	
	Dexterity (DEX)	12	60	
	Intelligence (INT)	15	75	Crafty
	Power (POW)	11	55	
	Charisma (CHA)	10	50	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		12	
	Willpower Points (WP)		11	
Sanity Points (SAN)		55		
Breaking Point (BP)		44		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		10
		10
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	60	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	20	<input type="checkbox"/> Forensics (0%)	50	<input type="checkbox"/> Science (0%) Biology	60
	<input type="checkbox"/> Anthropology (0%)	20	<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	40
	<input type="checkbox"/> Archeology (0%)	20	<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	50
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	50	<input type="checkbox"/> Medicine (0%)	60	<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	50	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	40
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	30	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	20
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	60	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)	50	<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	40			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	40	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=1

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

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	40%		1D4				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY	
		19. SPECIAL TRAINING	SKILL OR STAT USED
		Please indicate why this agent was recruited and why the agent agreed to be recruited.	

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL SWING, Robyn		2. PROFESSION (RANK IF APPLICABLE) Physician		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Astoria, SD		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 39 (AUG 15)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	14	70	Muscular
	Constitution (CON)	10	50	
	Dexterity (DEX)	12	60	
	Intelligence (INT)	11	55	
	Power (POW)	10	50	
	Charisma (CHA)	15	75	Charming
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		12	
	Willpower Points (WP)		10	
Sanity Points (SAN)		50		
Breaking Point (BP)		40		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS		SCORE
			15
			15
	12. MOTIVATIONS AND MENTAL DISORDERS		
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE			
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted			

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	80	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	20	<input type="checkbox"/> Forensics (0%)	50	<input type="checkbox"/> Science (0%)	60
	<input type="checkbox"/> Anthropology (0%)	20	<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	40
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)	20	<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	30	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)	20	<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)	60	<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	50	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	60
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	40	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	30	<input type="checkbox"/> Pharmacy (0%)	50	<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	50	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	20			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	20	<input type="checkbox"/> Psychotherapy (10%)	60	<input type="checkbox"/>	

DB=1

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

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	60%		1D4				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY
		19. SPECIAL TRAINING
		SKILL OR STAT USED

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL SUH, Kiel		2. PROFESSION (RANK IF APPLICABLE) Physician		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Cuba, NM		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 32 (JUL 6)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	17	85	Huge
	Constitution (CON)	13	65	Robust
	Dexterity (DEX)	10	50	
	Intelligence (INT)	8	40	Slow
	Power (POW)	14	70	Unflinching
	Charisma (CHA)	10	50	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		15	
	Willpower Points (WP)		14	
Sanity Points (SAN)		70		
Breaking Point (BP)		56		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		10
		10
12. MOTIVATIONS AND MENTAL DISORDERS		
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	60	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	20	<input type="checkbox"/> Forensics (0%)	70	<input type="checkbox"/> Science (0%) Biology	60 50
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	60
	<input type="checkbox"/> Archeology (0%)	20	<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):	20	<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	30
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)	80	<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	70	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	40
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	40	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)	50	<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	20			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	20	<input type="checkbox"/> Psychotherapy (10%)	30	<input type="checkbox"/>	

DB=2

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

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	40%		1D4+1				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY		
			19. SPECIAL TRAINING	SKILL OR STAT USED

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL CAPERS, Lena		2. PROFESSION (RANK IF APPLICABLE) Pilot		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Washington, DC		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 39 (JUN 2)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES	PSYCHOLOGICAL DATA	11. BONDS	SCORE	
	Strength (STR)	15	75	Powerful			10	
	Constitution (CON)	11	55					
	Dexterity (DEX)	10	50					
	Intelligence (INT)	12	60					
	Power (POW)	14	70	Brave				
	Charisma (CHA)	10	50					
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT		12. MOTIVATIONS AND MENTAL DISORDERS		
	Hit Points (HP)		13					
	Willpower Points (WP)		14					
Sanity Points (SAN)		70						
Breaking Point (BP)		56						
10. PHYSICAL DESCRIPTION				13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE				
				Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <i>adapted</i> Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <i>adapted</i>				

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	80	<input type="checkbox"/> Forensics (0%)	20	<input type="checkbox"/> Science (10%): Meteorology	60
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	40
	<input type="checkbox"/> Bureaucracy (10%)	30	<input type="checkbox"/> Melee Weapons (30%)	50	<input type="checkbox"/> Unarmed Combat (40%)	40
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):	20	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Electrician	40	<input type="checkbox"/> Navigate (10%)	50	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Mechanic	40	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	50
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Persuade (20%)	20	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	30	<input type="checkbox"/> Pilot (0%):	60	<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	50		50	<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	40	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	20			<input type="checkbox"/>	

DB=1

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

THIS IS A WORK OF FICTION

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	40%		1D4				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY	
		19. SPECIAL TRAINING	SKILL OR STAT USED
		Please indicate why this agent was recruited and why the agent agreed to be recruited.	

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL BOARD, Dean		2. PROFESSION (RANK IF APPLICABLE) Pilot		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Frankewing, TN		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 30 (MAR 28)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	9	45	
	Constitution (CON)	14	70	Perfect health
	Dexterity (DEX)	13	65	Agile
	Intelligence (INT)	11	55	
	Power (POW)	9	45	
	Charisma (CHA)	8	40	Awkward
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		12	
	Willpower Points (WP)		9	
Sanity Points (SAN)		45		
Breaking Point (BP)		36		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		8
	12. MOTIVATIONS AND MENTAL DISORDERS	
	13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE	
	Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted	

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	80	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (10%)	40
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)	50	<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):	20	<input type="checkbox"/> History (10%)	30	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)	20	<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	30
	<input type="checkbox"/> Athletics (30%)	50	<input type="checkbox"/> Medicine (0%)	20	<input type="checkbox"/> Swim (20%)	40
	<input type="checkbox"/> Bureaucracy (10%)	50	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	40
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Electrician Mechanic	40 40	<input type="checkbox"/> Navigate (10%)	50	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	50
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	20	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):	60	<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	20			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	20	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=0

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

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	40%		1D4-1				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL GRAVATT, Camille		2. PROFESSION (RANK IF APPLICABLE) Pilot		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Moores Hill, IN		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 41 (JUN 21)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES	PSYCHOLOGICAL DATA	11. BONDS	SCORE	
	Strength (STR)	8	40	Weak			10	
	Constitution (CON)	13	65	Resistant				
	Dexterity (DEX)	17	85	Razor sharp				
	Intelligence (INT)	14	70	Cunning				
	Power (POW)	10	50					
	Charisma (CHA)	10	50					
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT		12. MOTIVATIONS AND MENTAL DISORDERS		
	Hit Points (HP)		10					
	Willpower Points (WP)		10					
Sanity Points (SAN)		50						
Breaking Point (BP)		40						
10. PHYSICAL DESCRIPTION				13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE				
				Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <i>adapted</i> Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <i>adapted</i>				

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	60	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (10%)	40
	<input type="checkbox"/> Anthropology (0%)	20	<input type="checkbox"/> Heavy Machinery (10%)	30	<input type="checkbox"/> Search (20%)	40
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)	50	<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	30	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	60
	<input type="checkbox"/> Bureaucracy (10%)	50	<input type="checkbox"/> Melee Weapons (30%)	50	<input type="checkbox"/> Unarmed Combat (40%)	40
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Electrician Mechanic	40 40	<input type="checkbox"/> Navigate (10%)	50	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	20	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):	60 50	<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	20			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	40	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

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

DB=-1

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	40%		1D4-2				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY
		19. SPECIAL TRAINING
		SKILL OR STAT USED

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL CAVITT, Jed		2. PROFESSION (RANK IF APPLICABLE) Pilot		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Lee Center, NY		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 40 (SEP 5)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	13	65	Sturdy
	Constitution (CON)	9	45	
	Dexterity (DEX)	8	40	Ungainly
	Intelligence (INT)	10	50	
	Power (POW)	15	75	Brave
	Charisma (CHA)	9	45	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		11	
	Willpower Points (WP)		15	
Sanity Points (SAN)		75		
Breaking Point (BP)		60		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		9
	12. MOTIVATIONS AND MENTAL DISORDERS	
	13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE	
	Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted	

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	30	<input type="checkbox"/> Ride (10%)	30
	<input type="checkbox"/> Alertness (20%)	60	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (10%)	40
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	40
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)	50	<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	20
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	40
	<input type="checkbox"/> Bureaucracy (10%)	30	<input type="checkbox"/> Melee Weapons (30%)	50	<input type="checkbox"/> Unarmed Combat (40%)	40
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Electrician Electrician Mechanic	40 40	<input type="checkbox"/> Navigate (10%)	50	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	70
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	40	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):	80	<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	20			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	20	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=1

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

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	40%		1D4				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY
		19. SPECIAL TRAINING
		SKILL OR STAT USED

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL SHURTLEFF, Jenelle		2. PROFESSION (RANK IF APPLICABLE) Pilot		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Rocky Mount, NC		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 41 (JUN 10)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES	PSYCHOLOGICAL DATA	11. BONDS	SCORE	
	Strength (STR)	13	65	Tough			12	
	Constitution (CON)	12	60					
	Dexterity (DEX)	11	55					
	Intelligence (INT)	13	65	Ingenious				
	Power (POW)	11	55					
	Charisma (CHA)	12	60					
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT		12. MOTIVATIONS AND MENTAL DISORDERS		
	Hit Points (HP)		12					
	Willpower Points (WP)		11					
Sanity Points (SAN)		55						
Breaking Point (BP)		44						
10. PHYSICAL DESCRIPTION					13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE			
					Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <i>adapted</i> Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <i>adapted</i>			

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	30	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	60	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (10%)	40
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)	20	<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	30
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	30
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)	20	<input type="checkbox"/> Swim (20%)	40
	<input type="checkbox"/> Bureaucracy (10%)	50	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	40
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):	20	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Electrician Mechanic	40 40	<input type="checkbox"/> Navigate (10%)	50	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	70
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	20	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):	60 50	<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	20			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	20	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=1

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

THIS IS A WORK OF FICTION

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	40%		1D4				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY
		19. SPECIAL TRAINING
		SKILL OR STAT USED

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL MATTOX, Elmer		2. PROFESSION (RANK IF APPLICABLE) Pilot		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Ehrhardt, SC		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 38 (JAN 26)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	17	85	Strapping
	Constitution (CON)	13	65	Fit
	Dexterity (DEX)	14	70	Slick
	Intelligence (INT)	8	40	Shallow
	Power (POW)	10	50	
	Charisma (CHA)	10	50	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		15	
	Willpower Points (WP)		10	
Sanity Points (SAN)		50		
Breaking Point (BP)		40		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		10
	12. MOTIVATIONS AND MENTAL DISORDERS	
	13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE	
	Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted	

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	60	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (10%)	40
	<input type="checkbox"/> Anthropology (0%)	20	<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)	50	<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)	20	<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	50	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	60
	<input type="checkbox"/> Bureaucracy (10%)	30	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	40
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):	20	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Electrician Electrician Mechanic	40 40	<input type="checkbox"/> Navigate (10%)	70	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	30	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	20	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):	60 50	<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	20			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	20	<input type="checkbox"/> Psychotherapy (10%)	30	<input type="checkbox"/>	

DB=2

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

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	40%		1D4+1				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY
		19. SPECIAL TRAINING
		SKILL OR STAT USED

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL EHLERT, Lorraine		2. PROFESSION (RANK IF APPLICABLE) Pilot		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Chattanooga, TN		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 45 (MAY 21)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	15	75	Muscular
	Constitution (CON)	12	60	
	Dexterity (DEX)	10	50	
	Intelligence (INT)	10	50	
	Power (POW)	11	55	
	Charisma (CHA)	14	70	Approachable
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		14	
	Willpower Points (WP)		11	
Sanity Points (SAN)		55		
Breaking Point (BP)		44		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		14
	12. MOTIVATIONS AND MENTAL DISORDERS	
	13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE	
	Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted	

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	80	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (10%)	40
	<input type="checkbox"/> Anthropology (0%)	20	<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)	50	<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):	20	<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)	20	<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)	20	<input type="checkbox"/> Swim (20%)	40
	<input type="checkbox"/> Bureaucracy (10%)	30	<input type="checkbox"/> Melee Weapons (30%)	50	<input type="checkbox"/> Unarmed Combat (40%)	40
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Electrician Electrician Mechanic	60 40	<input type="checkbox"/> Navigate (10%)	50	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	50
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	20	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)	20	<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):	60	<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	20			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	20	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=1

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

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	40%		1D4				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY
		19. SPECIAL TRAINING
		SKILL OR STAT USED

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL LUSHER, Durell		2. PROFESSION (RANK IF APPLICABLE) Pilot		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Westfall, OR		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 26 (FEB 9)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	11	55	
	Constitution (CON)	10	50	
	Dexterity (DEX)	10	50	
	Intelligence (INT)	14	70	Ingenious
	Power (POW)	12	60	
	Charisma (CHA)	15	75	Approachable
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		10	
	Willpower Points (WP)		12	
Sanity Points (SAN)		60		
Breaking Point (BP)		48		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE 15
	12. MOTIVATIONS AND MENTAL DISORDERS	
	13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE	
	Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted	

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	30	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	30
	<input type="checkbox"/> Alertness (20%)	80	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (10%)	60
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)	50	<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):	20	<input type="checkbox"/> History (10%)	30	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	30	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	40
	<input type="checkbox"/> Bureaucracy (10%)	30	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	40
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):	50	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Electrician Electrician Mechanic	40 40	<input type="checkbox"/> Navigate (10%)	50	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	30	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	20	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):	60	<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	20			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	20	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=0

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

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	40%		1D4-1				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY	
		19. SPECIAL TRAINING	SKILL OR STAT USED
		Please indicate why this agent was recruited and why the agent agreed to be recruited.	

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL DAGOSTINO, Mary		2. PROFESSION (RANK IF APPLICABLE) Pilot		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Park Ridge, NJ		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 43 (APR 14)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	8	40	Weak
	Constitution (CON)	17	85	Indefatigable
	Dexterity (DEX)	10	50	
	Intelligence (INT)	14	70	Perceptive
	Power (POW)	13	65	Brave
	Charisma (CHA)	10	50	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		12	
	Willpower Points (WP)		13	
Sanity Points (SAN)		65		
Breaking Point (BP)		52		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		10
	12. MOTIVATIONS AND MENTAL DISORDERS	
	13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE	
	Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted	

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	60	<input type="checkbox"/> Forensics (0%)	20	<input type="checkbox"/> Science (10%)	60
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)	50	<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	40
	<input type="checkbox"/> Bureaucracy (10%)	30	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	60
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Electrician Mechanic	40 40	<input type="checkbox"/> Navigate (10%)	70	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	50
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	20	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	30	<input type="checkbox"/> Pharmacy (0%)	20	<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	50	<input type="checkbox"/> Pilot (0%):	60	<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	20			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	40	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

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

DB=-1

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	60%		1D4-2				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL PORTO, Damion		2. PROFESSION (RANK IF APPLICABLE) Pilot		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Fontana, KS		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 49 (JUN 10)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	10	50	
	Constitution (CON)	12	60	
	Dexterity (DEX)	15	75	Nimble
	Intelligence (INT)	14	70	Perceptive
	Power (POW)	11	55	
	Charisma (CHA)	10	50	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		11	
	Willpower Points (WP)		11	
Sanity Points (SAN)		55		
Breaking Point (BP)		44		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		10
	12. MOTIVATIONS AND MENTAL DISORDERS	
	13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE	
	Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted	

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	60	<input type="checkbox"/> Forensics (0%)	20	<input type="checkbox"/> Science (10%)	40
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	40
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):	20	<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	30
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	40
	<input type="checkbox"/> Bureaucracy (10%)	50	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	40
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):	50	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Electrician Electrician Mechanic	40 40	<input type="checkbox"/> Navigate (10%)	50	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)	20	<input type="checkbox"/> Persuade (20%)	20	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	30	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):	60 50	<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	20			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	20	<input type="checkbox"/> Psychotherapy (10%)	30	<input type="checkbox"/>	

DB=0

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

THIS IS A WORK OF FICTION

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	40%		1D4-1				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY	
		19. SPECIAL TRAINING	SKILL OR STAT USED
Please indicate why this agent was recruited and why the agent agreed to be recruited.			

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL INCE, Cassandra		2. PROFESSION (RANK IF APPLICABLE) Pilot		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Magnolia, MN		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 50 (NOV 24)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES	PSYCHOLOGICAL DATA	11. BONDS	SCORE	
	Strength (STR)	17	85	Musclebound			10	
	Constitution (CON)	8	40	Delicate				
	Dexterity (DEX)	13	65	Lithe				
	Intelligence (INT)	10	50					
	Power (POW)	14	70	Stoic				
	Charisma (CHA)	10	50					
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT		12. MOTIVATIONS AND MENTAL DISORDERS		
	Hit Points (HP)		12					
	Willpower Points (WP)		14					
Sanity Points (SAN)		70						
Breaking Point (BP)		56						
10. PHYSICAL DESCRIPTION					13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE			
					Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted			

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	30	<input type="checkbox"/> Ride (10%)	30
	<input type="checkbox"/> Alertness (20%)	80	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (10%)	40
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)	20	<input type="checkbox"/> Heavy Weapons (0%)	50	<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	20
	<input type="checkbox"/> Artillery (0%)	20	<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	50	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	40
	<input type="checkbox"/> Bureaucracy (10%)	30	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	40
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):	50	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Electrician Electrician Mechanic	40 40	<input type="checkbox"/> Navigate (10%)	50	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	20	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):	60	<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	40			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	20	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=2

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

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	40%		1D4+1				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY	
		19. SPECIAL TRAINING	SKILL OR STAT USED
		Please indicate why this agent was recruited and why the agent agreed to be recruited.	

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL CARMODY, Lawrence		2. PROFESSION (RANK IF APPLICABLE) Pilot		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) San Antonio, TX		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 38 (AUG 16)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES	PSYCHOLOGICAL DATA	11. BONDS	SCORE	
	Strength (STR)	6	30	Weak			12	
	Constitution (CON)	8	40	Frail				
	Dexterity (DEX)	12	60					
	Intelligence (INT)	11	55					
	Power (POW)	15	75	Stoic				
	Charisma (CHA)	12	60					
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT		12. MOTIVATIONS AND MENTAL DISORDERS		
	Hit Points (HP)		7					
	Willpower Points (WP)		15					
Sanity Points (SAN)		75						
Breaking Point (BP)		60						
10. PHYSICAL DESCRIPTION					13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE			
					Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted			

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	30
	<input type="checkbox"/> Alertness (20%)	60	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (10%)	40
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)	50	<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	30
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	40
	<input type="checkbox"/> Bureaucracy (10%)	30	<input type="checkbox"/> Melee Weapons (30%)	50	<input type="checkbox"/> Unarmed Combat (40%)	40
	<input type="checkbox"/> Computer Science (0%)	20	<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Electrician Electrician Mechanic	40 40	<input type="checkbox"/> Navigate (10%)	50	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	30	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	20	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)	20	<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	50	<input type="checkbox"/> Pilot (0%):	60 50	<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	20			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	40	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

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

DB=-1

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	40%		1D4-2				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY	
		19. SPECIAL TRAINING	SKILL OR STAT USED
		Please indicate why this agent was recruited and why the agent agreed to be recruited.	

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL MAINES, Dianna		2. PROFESSION (RANK IF APPLICABLE) Pilot		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Walkerville, MI		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 52 (SEP 18)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	13	65	Sturdy
	Constitution (CON)	12	60	
	Dexterity (DEX)	13	65	Agile
	Intelligence (INT)	11	55	
	Power (POW)	11	55	
	Charisma (CHA)	12	60	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		12	
	Willpower Points (WP)		11	
Sanity Points (SAN)		55		
Breaking Point (BP)		44		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		12
	12. MOTIVATIONS AND MENTAL DISORDERS	
	13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE	
	Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted	

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	60	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (10%)	40
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)	50	<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	20
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	50	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	60
	<input type="checkbox"/> Bureaucracy (10%)	30	<input type="checkbox"/> Melee Weapons (30%)	50	<input type="checkbox"/> Unarmed Combat (40%)	40
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):	50	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Electrician Electrician Mechanic	40 40	<input type="checkbox"/> Navigate (10%)	50	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)	20	<input type="checkbox"/> Persuade (20%)	20	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):	80	<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	20			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	40	<input type="checkbox"/> Psychotherapy (10%)	30	<input type="checkbox"/>	

DB=1

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

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	40%		1D4				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY	
		19. SPECIAL TRAINING	SKILL OR STAT USED
		Please indicate why this agent was recruited and why the agent agreed to be recruited.	

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL TIEDEMAN, Amanda		2. PROFESSION (RANK IF APPLICABLE) Pilot		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Poy Sippi, WI		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 25 (OCT 13)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES	PSYCHOLOGICAL DATA	11. BONDS	SCORE	
	Strength (STR)	14	70	Brawny			12	
	Constitution (CON)	13	65	Robust				
	Dexterity (DEX)	7	35	Bulky				
	Intelligence (INT)	11	55					
	Power (POW)	15	75	Calm				
	Charisma (CHA)	12	60					
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT		12. MOTIVATIONS AND MENTAL DISORDERS		
	Hit Points (HP)		14					
	Willpower Points (WP)		15					
Sanity Points (SAN)		75						
Breaking Point (BP)		60						
10. PHYSICAL DESCRIPTION				13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE				
				Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted				

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	80	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (10%)	40
	<input type="checkbox"/> Anthropology (0%)	20	<input type="checkbox"/> Heavy Machinery (10%)	30	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)	50	<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)	20	<input type="checkbox"/> Swim (20%)	60
	<input type="checkbox"/> Bureaucracy (10%)	30	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	40
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Electrician Mechanic	40 40	<input type="checkbox"/> Navigate (10%)	50	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	40	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):	60 50	<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	40			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	40	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

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

DB=1

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	40%		1D4				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY
		19. SPECIAL TRAINING
		SKILL OR STAT USED

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL BERNIER, Robin		2. PROFESSION (RANK IF APPLICABLE) Pilot		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Mauston, WI		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 52 (JAN 26)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES	PSYCHOLOGICAL DATA	11. BONDS	SCORE	
	Strength (STR)	16	80	Sturdy			12	
	Constitution (CON)	11	55					
	Dexterity (DEX)	12	60					
	Intelligence (INT)	9	45					
	Power (POW)	10	50					
	Charisma (CHA)	12	60					
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT		12. MOTIVATIONS AND MENTAL DISORDERS		
	Hit Points (HP)		14					
	Willpower Points (WP)		10					
Sanity Points (SAN)		50						
Breaking Point (BP)		40						
10. PHYSICAL DESCRIPTION				13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE				
				Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <i>adapted</i> Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <i>adapted</i>				

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	80	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (10%)	60
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)	50	<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	40
	<input type="checkbox"/> Bureaucracy (10%)	30	<input type="checkbox"/> Melee Weapons (30%)	50	<input type="checkbox"/> Unarmed Combat (40%)	40
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):	70	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Electrician Electrician Mechanic	60 40	<input type="checkbox"/> Navigate (10%)	50	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	30	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)	20	<input type="checkbox"/> Persuade (20%)	20	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):	80	<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	20			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	20	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=1

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

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	40%		1D4				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY
		19. SPECIAL TRAINING
		SKILL OR STAT USED

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL OSWALT, Neal		2. PROFESSION (RANK IF APPLICABLE) Pilot		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Arlington, TN		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 28 (JAN 2)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	14	70	Powerful
	Constitution (CON)	12	60	
	Dexterity (DEX)	16	80	Agile
	Intelligence (INT)	7	35	Slow
	Power (POW)	12	60	
	Charisma (CHA)	9	45	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		13	
	Willpower Points (WP)		12	
Sanity Points (SAN)		60		
Breaking Point (BP)		48		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		9
	12. MOTIVATIONS AND MENTAL DISORDERS	
	13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE	
	Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted	

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	60	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (10%)	60
	<input type="checkbox"/> Anthropology (0%)	20	<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)	50	<input type="checkbox"/> SIGINT (0%)	20
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	20
	<input type="checkbox"/> Artillery (0%)	20	<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	40
	<input type="checkbox"/> Bureaucracy (10%)	30	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	40
	<input type="checkbox"/> Computer Science (0%)	20	<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Electrician <input type="checkbox"/> Mechanic	40 40	<input type="checkbox"/> Navigate (10%)	50	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	70
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	20	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):	80	<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	20			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	20	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=1

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

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	40%		1D4				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY	
		19. SPECIAL TRAINING	SKILL OR STAT USED
		Please indicate why this agent was recruited and why the agent agreed to be recruited.	

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL PINKLEY, Jacklyn		2. PROFESSION (RANK IF APPLICABLE) Pilot		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Rye Brook, NY		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 51 (OCT 23)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES	PSYCHOLOGICAL DATA	11. BONDS	SCORE	
	Strength (STR)	10	50				14	
	Constitution (CON)	12	60					
	Dexterity (DEX)	10	50					
	Intelligence (INT)	11	55					
	Power (POW)	15	75	Stoic				
	Charisma (CHA)	14	70	Prepossessing				
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT		12. MOTIVATIONS AND MENTAL DISORDERS		
	Hit Points (HP)		11					
	Willpower Points (WP)		15					
Sanity Points (SAN)		75						
Breaking Point (BP)		60						
10. PHYSICAL DESCRIPTION				13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE				
				Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted				

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	80	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (10%)	40
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	40
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)	50	<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	30	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)	20	<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)	20	<input type="checkbox"/> Swim (20%)	40
	<input type="checkbox"/> Bureaucracy (10%)	30	<input type="checkbox"/> Melee Weapons (30%)	50	<input type="checkbox"/> Unarmed Combat (40%)	40
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Electrician	40	<input type="checkbox"/> Navigate (10%)	50	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Mechanic	40	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	50
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Persuade (20%)	20	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)	20	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pilot (0%):	60	<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	50			<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	20	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	20			<input type="checkbox"/>	

DB=0

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

THIS IS A WORK OF FICTION

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	40%		1D4-1				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY	
		19. SPECIAL TRAINING	SKILL OR STAT USED
		Please indicate why this agent was recruited and why the agent agreed to be recruited.	

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL BERMUDES, Grant		2. PROFESSION (RANK IF APPLICABLE) Pilot		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Blue Earth, MN		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 39 (JUN 21)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	10	50	
	Constitution (CON)	14	70	Fit
	Dexterity (DEX)	8	40	Uncoordinated
	Intelligence (INT)	10	50	
	Power (POW)	14	70	Unflinching
	Charisma (CHA)	14	70	Friendly
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		12	
	Willpower Points (WP)		14	
Sanity Points (SAN)		70		
Breaking Point (BP)		56		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		14
	12. MOTIVATIONS AND MENTAL DISORDERS	
	13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE	
	Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted	

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	30	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	60	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (10%)	40
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	30	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)	50	<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	30	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)	20	<input type="checkbox"/> Swim (20%)	40
	<input type="checkbox"/> Bureaucracy (10%)	30	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	40
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):	70	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Electrician <input type="checkbox"/> Electrician <input type="checkbox"/> Mechanic	40 40	<input type="checkbox"/> Navigate (10%)	50	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	30	<input type="checkbox"/>	20
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	20	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	50	<input type="checkbox"/> Pilot (0%):	60	<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	20			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	20	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=0

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

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	40%		1D4-1				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY	
		19. SPECIAL TRAINING	SKILL OR STAT USED
		Please indicate why this agent was recruited and why the agent agreed to be recruited.	

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL WALDRON, Bridgette		2. PROFESSION (RANK IF APPLICABLE) Pilot	
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Raphine, VA	
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 25 (APR 5)	7. EDUCATION AND OCCUPATIONAL HISTORY	

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	10	50	
	Constitution (CON)	10	50	
	Dexterity (DEX)	17	85	Acrobatic
	Intelligence (INT)	8	40	Obtuse
	Power (POW)	14	70	Brave
	Charisma (CHA)	13	65	Prepossessing
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		10	
	Willpower Points (WP)		14	
Sanity Points (SAN)		70		
Breaking Point (BP)		56		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		13
	12. MOTIVATIONS AND MENTAL DISORDERS	
	13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE	
	Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted	

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	30	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	60	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (10%)	40
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)	70	<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)	20	<input type="checkbox"/> Swim (20%)	60
	<input type="checkbox"/> Bureaucracy (10%)	50	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	40
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Electrician Electrician Mechanic	40 40	<input type="checkbox"/> Navigate (10%)	50	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	20	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)	20	<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	50	<input type="checkbox"/> Pilot (0%):	80 50	<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	20			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	20	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=0

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

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	40%		1D4-1				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY	
		19. SPECIAL TRAINING	SKILL OR STAT USED

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL PROKOP, Heath		2. PROFESSION (RANK IF APPLICABLE) Pilot		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Minneapolis, MN		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 46 (OCT 27)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	13	65	Tough
	Constitution (CON)	15	75	Resistant
	Dexterity (DEX)	10	50	
	Intelligence (INT)	7	35	Slow
	Power (POW)	18	90	Imperturbable
	Charisma (CHA)	13	65	Likable
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		14	
	Willpower Points (WP)		18	
Sanity Points (SAN)		90		
Breaking Point (BP)		72		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		13
	12. MOTIVATIONS AND MENTAL DISORDERS	
	13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE	
	Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted	

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	60	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (10%)	60
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)	20	<input type="checkbox"/> Heavy Weapons (0%)	70	<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	30	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	20
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	40
	<input type="checkbox"/> Bureaucracy (10%)	30	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	40
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Electrician Electrician Mechanic	40 40	<input type="checkbox"/> Navigate (10%)	50	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	50
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	40	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	50	<input type="checkbox"/> Pilot (0%):	60	<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	20			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	20	<input type="checkbox"/> Psychotherapy (10%)	30	<input type="checkbox"/>	

DB=1

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

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	40%		1D4				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY		
		19. SPECIAL TRAINING	SKILL OR STAT USED	
Please indicate why this agent was recruited and why the agent agreed to be recruited.				

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL RODRIGUES, Rebekah		2. PROFESSION (RANK IF APPLICABLE) Police Officer		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Kearneysville, WV		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 44 (NOV 17)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	14	70	Muscular
	Constitution (CON)	10	50	
	Dexterity (DEX)	9	45	
	Intelligence (INT)	12	60	
	Power (POW)	11	55	
	Charisma (CHA)	7	35	Offhand
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		12	
	Willpower Points (WP)		11	
Sanity Points (SAN)		55		
Breaking Point (BP)		44		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS		SCORE	
			7	
			7	
			7	
	12. MOTIVATIONS AND MENTAL DISORDERS			
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE				
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted				

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	30	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	60	<input type="checkbox"/> Forensics (0%)	50	<input type="checkbox"/> Science (0%):	20
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	50
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	20
	<input type="checkbox"/> Art (0%):	20	<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	50	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)	30	<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	40	<input type="checkbox"/> Melee Weapons (30%)	50	<input type="checkbox"/> Unarmed Combat (40%)	60
	<input type="checkbox"/> Computer Science (0%)	20	<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	40	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	70	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	20
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	40	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)	20	<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	50			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	40	<input type="checkbox"/> Psychotherapy (10%)	30	<input type="checkbox"/>	

DB=1

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

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR	
	<table style="width:100%; border: none;"> <tr> <td style="width: 50%; border: none;"> Reinforced Kevlar vest - Armour Rating 4 * Riot helmet - Armour Rating +1 Badge and ID card Pistol holster (belt) 2 spare pistol mags (belt pouch) Flashlight Handcuffs (belt pouch) Handheld radio Pen and pocket notebook Multitool * Police radio </td> <td style="width: 50%; border: none;"> * Spare ammunition * Mounted laptop computer * Driver's license scanner * Spike strips * Flares * Reflective vest to wear in traffic * Evidence bags * Traffic cones * Blood-borne pathogen kit * Fire extinguisher </td> </tr> </table>	Reinforced Kevlar vest - Armour Rating 4 * Riot helmet - Armour Rating +1 Badge and ID card Pistol holster (belt) 2 spare pistol mags (belt pouch) Flashlight Handcuffs (belt pouch) Handheld radio Pen and pocket notebook Multitool * Police radio
Reinforced Kevlar vest - Armour Rating 4 * Riot helmet - Armour Rating +1 Badge and ID card Pistol holster (belt) 2 spare pistol mags (belt pouch) Flashlight Handcuffs (belt pouch) Handheld radio Pen and pocket notebook Multitool * Police radio	* Spare ammunition * Mounted laptop computer * Driver's license scanner * Spike strips * Flares * Reflective vest to wear in traffic * Evidence bags * Traffic cones * Blood-borne pathogen kit * Fire extinguisher	

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

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	60%		1D4				
(b) Medium Pistol	40%	15m	1D10				15
(c) Light Pistol	40%	10m	1D8				7
(d) Shotgun (shot)	60%	75m	2D8 †				5
(e) Shotgun (slug)	40%	75m	2D8 §				5
(f) Baton	50%		1D6+1				
(g) Pocket Knife	50%		1D4+1	3			

†
*
*

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY													
		<table border="1" style="width:100%; border-collapse: collapse;"> <tr> <th style="width: 50%;">19. SPECIAL TRAINING</th> <th style="width: 50%;">SKILL OR STAT USED</th> </tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> </table>	19. SPECIAL TRAINING	SKILL OR STAT USED											
19. SPECIAL TRAINING	SKILL OR STAT USED														

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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* In car boot range
 † Ankle holster
 ‡ Half damage beyond base range
 § Damage reduced to 2D6 beyond base

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL HUX, Grady		2. PROFESSION (RANK IF APPLICABLE) Police Officer		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Southside, FL		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 27 (JUL 11)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	12	60	
	Constitution (CON)	12	60	
	Dexterity (DEX)	11	55	
	Intelligence (INT)	13	65	Ingenious
	Power (POW)	13	65	Calm
	Charisma (CHA)	11	55	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		12	
	Willpower Points (WP)		13	
Sanity Points (SAN)		65		
Breaking Point (BP)		52		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		11
		11
		11
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	30	<input type="checkbox"/> Ride (10%)	60
	<input type="checkbox"/> Alertness (20%)	60	<input type="checkbox"/> Forensics (0%)	20	<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	70
	<input type="checkbox"/> Archeology (0%)	20	<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	70	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)	30	<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	40	<input type="checkbox"/> Melee Weapons (30%)	50	<input type="checkbox"/> Unarmed Combat (40%)	60
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):	20	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	40	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	50	<input type="checkbox"/> Occult (10%)	30	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	40	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	50	<input type="checkbox"/> Pilot (0%):	20	<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	50			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	40	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=0

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

THIS IS A WORK OF FICTION

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR	
	<table style="width:100%; border: none;"> <tr> <td style="width: 50%; border: none;"> Reinforced Kevlar vest - Armour Rating 4 * Riot helmet - Armour Rating +1 Badge and ID card Pistol holster (belt) 2 spare pistol mags (belt pouch) Flashlight Handcuffs (belt pouch) Handheld radio Pen and pocket notebook Multitool * Police radio </td> <td style="width: 50%; border: none;"> * Spare ammunition * Mounted laptop computer * Driver's license scanner * Spike strips * Flares * Reflective vest to wear in traffic * Evidence bags * Traffic cones * Blood-borne pathogen kit * Fire extinguisher </td> </tr> </table>	Reinforced Kevlar vest - Armour Rating 4 * Riot helmet - Armour Rating +1 Badge and ID card Pistol holster (belt) 2 spare pistol mags (belt pouch) Flashlight Handcuffs (belt pouch) Handheld radio Pen and pocket notebook Multitool * Police radio
Reinforced Kevlar vest - Armour Rating 4 * Riot helmet - Armour Rating +1 Badge and ID card Pistol holster (belt) 2 spare pistol mags (belt pouch) Flashlight Handcuffs (belt pouch) Handheld radio Pen and pocket notebook Multitool * Police radio	* Spare ammunition * Mounted laptop computer * Driver's license scanner * Spike strips * Flares * Reflective vest to wear in traffic * Evidence bags * Traffic cones * Blood-borne pathogen kit * Fire extinguisher	

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

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	60%		1D4-1				
(b) Medium Pistol	40%	15m	1D10				15
(c) Light Pistol	40%	10m	1D8				7
(d) Light Carbine	40%	100m	1D12 †	3	10%		30
(e) Baton	50%		1D6				
(f) Pocket Knife	50%		1D4	3			
(g)							

†
*

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY													
	<table border="1" style="width:100%; border-collapse: collapse;"> <tr> <th style="width: 50%;">19. SPECIAL TRAINING</th> <th style="width: 50%;">SKILL OR STAT USED</th> </tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> </table>		19. SPECIAL TRAINING	SKILL OR STAT USED											
19. SPECIAL TRAINING	SKILL OR STAT USED														

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
-------------------------	---------------------

THIS IS A WORK OF FICTION

* In car boot
 † Ankle holster
 ‡ Use Lethality rating if firing bursts

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL CONTRERAS, Geneva		2. PROFESSION (RANK IF APPLICABLE) Police Officer		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Saint Libory, NE		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 45 (NOV 9)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES	PSYCHOLOGICAL DATA	11. BONDS	SCORE	
	Strength (STR)	12	60				11	
	Constitution (CON)	12	60				11	
	Dexterity (DEX)	13	65	Quick footed			11	
	Intelligence (INT)	11	55					
	Power (POW)	13	65	Calm				
	Charisma (CHA)	11	55					
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT		12. MOTIVATIONS AND MENTAL DISORDERS		
	Hit Points (HP)		12					
	Willpower Points (WP)		13					
Sanity Points (SAN)		65						
Breaking Point (BP)		52						
10. PHYSICAL DESCRIPTION				13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE				
				Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted				

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	30	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	60	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	20
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	70
	<input type="checkbox"/> Archeology (0%)	20	<input type="checkbox"/> Heavy Weapons (0%)	50	<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	50	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)	30	<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	40	<input type="checkbox"/> Melee Weapons (30%)	50	<input type="checkbox"/> Unarmed Combat (40%)	80
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	40	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	70	<input type="checkbox"/> Occult (10%)	30	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	40	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	50			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	60	<input type="checkbox"/> Psychotherapy (10%)	30	<input type="checkbox"/>	

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

DB=0

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR	
	<table style="width:100%; border: none;"> <tr> <td style="width: 50%; border: none;"> Reinforced Kevlar vest - Armour Rating 4 * Riot helmet - Armour Rating +1 Badge and ID card Pistol holster (belt) 2 spare pistol mags (belt pouch) Flashlight Handcuffs (belt pouch) Handheld radio Pen and pocket notebook Multitool * Police radio </td> <td style="width: 50%; border: none;"> * Spare ammunition * Mounted laptop computer * Driver's license scanner * Spike strips * Flares * Reflective vest to wear in traffic * Evidence bags * Traffic cones * Blood-borne pathogen kit * Fire extinguisher </td> </tr> </table>	Reinforced Kevlar vest - Armour Rating 4 * Riot helmet - Armour Rating +1 Badge and ID card Pistol holster (belt) 2 spare pistol mags (belt pouch) Flashlight Handcuffs (belt pouch) Handheld radio Pen and pocket notebook Multitool * Police radio
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Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	80%		1D4-1				
(b) Medium Pistol	60%	15m	1D10				15
(c) Light Pistol	60%	10m	1D8				7
(d) Light Carbine	60%	100m	1D12 †	3	10%		30
(e) Baton	50%		1D6				
(f) Pocket Knife	50%		1D4	3			
(g)							

† *

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY													
		<table border="1" style="width:100%; border-collapse: collapse;"> <tr> <th style="width: 50%;">19. SPECIAL TRAINING</th> <th style="width: 50%;">SKILL OR STAT USED</th> </tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> </table>	19. SPECIAL TRAINING	SKILL OR STAT USED											
19. SPECIAL TRAINING	SKILL OR STAT USED														

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

* In car boot
 † Ankle holster
 ‡ Use Lethality rating if firing bursts

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL BOPP, Kendall		2. PROFESSION (RANK IF APPLICABLE) Police Officer		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Eudowood, MD		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 43 (JUN 2)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	15	75	Powerful
	Constitution (CON)	8	40	Delicate
	Dexterity (DEX)	14	70	Deft
	Intelligence (INT)	12	60	
	Power (POW)	10	50	
	Charisma (CHA)	14	70	Outgoing
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		12	
	Willpower Points (WP)		10	
Sanity Points (SAN)		50		
Breaking Point (BP)		40		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		14
		14
		14
12. MOTIVATIONS AND MENTAL DISORDERS		
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	50	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	60	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	30	<input type="checkbox"/> Search (20%)	50
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)	50	<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	50	<input type="checkbox"/> Surgery (0%)	20
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)	30	<input type="checkbox"/> Survival (10%)	30
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)	20	<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	40	<input type="checkbox"/> Melee Weapons (30%)	50	<input type="checkbox"/> Unarmed Combat (40%)	60
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	60	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	50	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	40	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)	20	<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	50			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	40	<input type="checkbox"/> Psychotherapy (10%)	30	<input type="checkbox"/>	

DB=1

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

THIS IS A WORK OF FICTION

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR	
	<table style="width:100%; border: none;"> <tr> <td style="width: 50%; border: none;"> Reinforced Kevlar vest – Armour Rating 4 * Riot helmet – Armour Rating +1 Badge and ID card Pistol holster (belt) 2 spare pistol mags (belt pouch) Flashlight Handcuffs (belt pouch) Handheld radio Pen and pocket notebook Multitool * Police radio </td> <td style="width: 50%; border: none;"> * Spare ammunition * Mounted laptop computer * Driver's license scanner * Spike strips * Flares * Reflective vest to wear in traffic * Evidence bags * Traffic cones * Blood-borne pathogen kit * Fire extinguisher </td> </tr> </table>	Reinforced Kevlar vest – Armour Rating 4 * Riot helmet – Armour Rating +1 Badge and ID card Pistol holster (belt) 2 spare pistol mags (belt pouch) Flashlight Handcuffs (belt pouch) Handheld radio Pen and pocket notebook Multitool * Police radio
Reinforced Kevlar vest – Armour Rating 4 * Riot helmet – Armour Rating +1 Badge and ID card Pistol holster (belt) 2 spare pistol mags (belt pouch) Flashlight Handcuffs (belt pouch) Handheld radio Pen and pocket notebook Multitool * Police radio	* Spare ammunition * Mounted laptop computer * Driver's license scanner * Spike strips * Flares * Reflective vest to wear in traffic * Evidence bags * Traffic cones * Blood-borne pathogen kit * Fire extinguisher	

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

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	60%		1D4				
(b) Medium Pistol	40%	15m	1D10				15
(c) Light Pistol	40%	10m	1D8				7
(d) Shotgun (shot)	60%	75m	2D8 †				5
(e) Shotgun (slug)	40%	75m	2D8 §				5
(f) Baton	50%		1D6+1				
(g) Pocket Knife	50%		1D4+1	3			

†
*
*

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY													
		<table border="1" style="width:100%; border-collapse: collapse;"> <tr> <th style="width: 50%;">19. SPECIAL TRAINING</th> <th style="width: 50%;">SKILL OR STAT USED</th> </tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> </table>	19. SPECIAL TRAINING	SKILL OR STAT USED											
19. SPECIAL TRAINING	SKILL OR STAT USED														

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

* In car boot range
 † Ankle holster
 ‡ Half damage beyond base range
 § Damage reduced to 2D6 beyond base

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL CRANK, Shawn		2. PROFESSION (RANK IF APPLICABLE) Police Officer		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Atwater, MN		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 41 (MAR 25)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	12	60	
	Constitution (CON)	14	70	Fit
	Dexterity (DEX)	17	85	Razor sharp
	Intelligence (INT)	14	70	Sharp
	Power (POW)	17	85	Indomitable
	Charisma (CHA)	12	60	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		13	
	Willpower Points (WP)		17	
Sanity Points (SAN)		85		
Breaking Point (BP)		68		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		12
		12
		12
	12. MOTIVATIONS AND MENTAL DISORDERS	
	13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE	
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	50	<input type="checkbox"/> Ride (10%)	30
	<input type="checkbox"/> Alertness (20%)	60	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	60	<input type="checkbox"/> Search (20%)	50
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	30	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	50	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)	30	<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)	20	<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	60	<input type="checkbox"/> Melee Weapons (30%)	50	<input type="checkbox"/> Unarmed Combat (40%)	60
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	40	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	70	<input type="checkbox"/> Occult (10%)	30	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	40	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)	20	<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	50			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	40	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=0

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

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR	
	<table style="width:100%; border: none;"> <tr> <td style="width: 50%; border: none;"> Reinforced Kevlar vest – Armour Rating 4 * Riot helmet – Armour Rating +1 Badge and ID card Pistol holster (belt) 2 spare pistol mags (belt pouch) Flashlight Handcuffs (belt pouch) Handheld radio Pen and pocket notebook Multitool * Police radio </td> <td style="width: 50%; border: none;"> * Spare ammunition * Mounted laptop computer * Driver's license scanner * Spike strips * Flares * Reflective vest to wear in traffic * Evidence bags * Traffic cones * Blood-borne pathogen kit * Fire extinguisher </td> </tr> </table>	Reinforced Kevlar vest – Armour Rating 4 * Riot helmet – Armour Rating +1 Badge and ID card Pistol holster (belt) 2 spare pistol mags (belt pouch) Flashlight Handcuffs (belt pouch) Handheld radio Pen and pocket notebook Multitool * Police radio
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Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	60%		1D4-1				
(b) Medium Pistol	40%	15m	1D10				15
(c) Light Carbine	40%	100m	1D12 †	3	10%		30
(d) Baton	50%		1D6				
(e) Pocket Knife	50%		1D4	3			
(f)							
(g)							

*

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY														
		<table border="1" style="width:100%; border-collapse: collapse; font-size: x-small;"> <tr> <th style="width: 50%;">19. SPECIAL TRAINING</th> <th style="width: 50%;">SKILL OR STAT USED</th> </tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> </table>	19. SPECIAL TRAINING	SKILL OR STAT USED												
19. SPECIAL TRAINING	SKILL OR STAT USED															

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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* In car boot
 † Use Lethality rating if firing bursts

THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL MATHENEY, Ismael		2. PROFESSION (RANK IF APPLICABLE) Police Officer		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Cherokee, TX		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 36 (DEC 7)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	8	40	Weak
	Constitution (CON)	10	50	
	Dexterity (DEX)	17	85	Razor sharp
	Intelligence (INT)	13	65	Astute
	Power (POW)	10	50	
	Charisma (CHA)	14	70	Outgoing
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		9	
	Willpower Points (WP)		10	
Sanity Points (SAN)		50		
Breaking Point (BP)		40		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		14
		14
		14
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	50	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	80	<input type="checkbox"/> Forensics (0%)	50	<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	30	<input type="checkbox"/> Search (20%)	50
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	30
			<input type="checkbox"/> HUMINT (10%)	70	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)	30	<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	50	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	40
	<input type="checkbox"/> Bureaucracy (10%)	40	<input type="checkbox"/> Melee Weapons (30%)	50	<input type="checkbox"/> Unarmed Combat (40%)	60
	<input type="checkbox"/> Computer Science (0%)	20	<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	40	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	50	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	40	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	50			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	40	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=-1

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

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR	
	<table style="width:100%; border: none;"> <tr> <td style="width: 50%; border: none;"> Reinforced Kevlar vest – Armour Rating 4 * Riot helmet – Armour Rating +1 Badge and ID card Pistol holster (belt) 2 spare pistol mags (belt pouch) Flashlight Handcuffs (belt pouch) Handheld radio Pen and pocket notebook Multitool * Police radio </td> <td style="width: 50%; border: none;"> * Spare ammunition * Mounted laptop computer * Driver's license scanner * Spike strips * Flares * Reflective vest to wear in traffic * Evidence bags * Traffic cones * Blood-borne pathogen kit * Fire extinguisher </td> </tr> </table>	Reinforced Kevlar vest – Armour Rating 4 * Riot helmet – Armour Rating +1 Badge and ID card Pistol holster (belt) 2 spare pistol mags (belt pouch) Flashlight Handcuffs (belt pouch) Handheld radio Pen and pocket notebook Multitool * Police radio
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Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	60%		1D4-2				
(b) Medium Pistol	40%	15m	1D10				15
(c) Light Pistol	40%	10m	1D8				7
(d) Shotgun (shot)	60%	75m	2D8 †				5
(e) Shotgun (slug)	40%	75m	2D8 §				5
(f) Baton	50%		1D6-1				
(g) Pocket Knife	50%		1D4-1	3			

† *
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REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY													
		<table border="1" style="width:100%; border-collapse: collapse;"> <tr> <th style="width: 50%;">19. SPECIAL TRAINING</th> <th style="width: 50%;">SKILL OR STAT USED</th> </tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> </table>	19. SPECIAL TRAINING	SKILL OR STAT USED											
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20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

* In car boot range
 † Ankle holster
 ‡ Half damage beyond base range
 § Damage reduced to 2D6 beyond base

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL EDMISTON, Stevie		2. PROFESSION (RANK IF APPLICABLE) Police Officer		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Adelphi, MD		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 36 (NOV 18)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	12	60	
	Constitution (CON)	12	60	
	Dexterity (DEX)	13	65	Slick
	Intelligence (INT)	11	55	
	Power (POW)	11	55	
	Charisma (CHA)	13	65	Likable
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		12	
	Willpower Points (WP)		11	
Sanity Points (SAN)		55		
Breaking Point (BP)		44		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE	
		13	
		13	
		13	
	12. MOTIVATIONS AND MENTAL DISORDERS		
	13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted			

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	30	<input type="checkbox"/> Ride (10%)	60
	<input type="checkbox"/> Alertness (20%)	60	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	30	<input type="checkbox"/> Search (20%)	50
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	20
	<input type="checkbox"/> Art (0%):	20	<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	30
			<input type="checkbox"/> HUMINT (10%)	50	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)	30	<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	40
	<input type="checkbox"/> Bureaucracy (10%)	40	<input type="checkbox"/> Melee Weapons (30%)	70	<input type="checkbox"/> Unarmed Combat (40%)	60
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):	20	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	40	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	50	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	60	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	50			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	40	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=0

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

THIS IS A WORK OF FICTION

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR	
	<table style="width:100%; border: none;"> <tr> <td style="width: 50%; border: none;"> Reinforced Kevlar vest - Armour Rating 4 * Riot helmet - Armour Rating +1 Badge and ID card Pistol holster (belt) 2 spare pistol mags (belt pouch) Flashlight Handcuffs (belt pouch) Handheld radio Pen and pocket notebook Multitool * Police radio </td> <td style="width: 50%; border: none;"> * Spare ammunition * Mounted laptop computer * Driver's license scanner * Spike strips * Flares * Reflective vest to wear in traffic * Evidence bags * Traffic cones * Blood-borne pathogen kit * Fire extinguisher </td> </tr> </table>	Reinforced Kevlar vest - Armour Rating 4 * Riot helmet - Armour Rating +1 Badge and ID card Pistol holster (belt) 2 spare pistol mags (belt pouch) Flashlight Handcuffs (belt pouch) Handheld radio Pen and pocket notebook Multitool * Police radio
Reinforced Kevlar vest - Armour Rating 4 * Riot helmet - Armour Rating +1 Badge and ID card Pistol holster (belt) 2 spare pistol mags (belt pouch) Flashlight Handcuffs (belt pouch) Handheld radio Pen and pocket notebook Multitool * Police radio	* Spare ammunition * Mounted laptop computer * Driver's license scanner * Spike strips * Flares * Reflective vest to wear in traffic * Evidence bags * Traffic cones * Blood-borne pathogen kit * Fire extinguisher	

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

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	60%		1D4-1				
(b) Medium Pistol	40%	15m	1D10				15
(c) Shotgun (shot)	60%	75m	2D8 †				5 *
(d) Shotgun (slug)	40%	75m	2D8 †				5 *
(e) Baton	70%		1D6				
(f) Pocket Knife	70%		1D4	3			
(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY													
		<table border="1" style="width:100%; border-collapse: collapse;"> <tr> <th style="width: 50%;">19. SPECIAL TRAINING</th> <th style="width: 50%;">SKILL OR STAT USED</th> </tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> </table>	19. SPECIAL TRAINING	SKILL OR STAT USED											
19. SPECIAL TRAINING	SKILL OR STAT USED														

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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* In car boot
 † Half damage beyond base range
 ‡ Damage reduced to 2D6 beyond base range

THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL ARMISTEAD, Ali		2. PROFESSION (RANK IF APPLICABLE) Police Officer		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Buellton, CA		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 26 (MAR 16)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	13	65	Sturdy
	Constitution (CON)	8	40	Delicate
	Dexterity (DEX)	14	70	Nimble
	Intelligence (INT)	10	50	
	Power (POW)	10	50	
	Charisma (CHA)	17	85	Hypnotic
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		10	
	Willpower Points (WP)		10	
Sanity Points (SAN)		50		
Breaking Point (BP)		40		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE	
		17	
		17	
		17	
	12. MOTIVATIONS AND MENTAL DISORDERS		
	13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted			

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	30	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	60	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	80	<input type="checkbox"/> Search (20%)	50
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	50	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)	30	<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)	20	<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	40	<input type="checkbox"/> Melee Weapons (30%)	70	<input type="checkbox"/> Unarmed Combat (40%)	60
	<input type="checkbox"/> Computer Science (0%)	20	<input type="checkbox"/> Military Science (0%):	20	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	40	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	50	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	20
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	40	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)	20	<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	50			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	40	<input type="checkbox"/> Psychotherapy (10%)	30	<input type="checkbox"/>	

DB=1

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

THIS IS A WORK OF FICTION

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR	
	<table style="width:100%; border: none;"> <tr> <td style="width: 50%; border: none;"> Reinforced Kevlar vest – Armour Rating 4 * Riot helmet – Armour Rating +1 Badge and ID card Pistol holster (belt) 2 spare pistol mags (belt pouch) Flashlight Handcuffs (belt pouch) Handheld radio Pen and pocket notebook Multitool * Police radio </td> <td style="width: 50%; border: none;"> * Spare ammunition * Mounted laptop computer * Driver's license scanner * Spike strips * Flares * Reflective vest to wear in traffic * Evidence bags * Traffic cones * Blood-borne pathogen kit * Fire extinguisher </td> </tr> </table>	Reinforced Kevlar vest – Armour Rating 4 * Riot helmet – Armour Rating +1 Badge and ID card Pistol holster (belt) 2 spare pistol mags (belt pouch) Flashlight Handcuffs (belt pouch) Handheld radio Pen and pocket notebook Multitool * Police radio
Reinforced Kevlar vest – Armour Rating 4 * Riot helmet – Armour Rating +1 Badge and ID card Pistol holster (belt) 2 spare pistol mags (belt pouch) Flashlight Handcuffs (belt pouch) Handheld radio Pen and pocket notebook Multitool * Police radio	* Spare ammunition * Mounted laptop computer * Driver's license scanner * Spike strips * Flares * Reflective vest to wear in traffic * Evidence bags * Traffic cones * Blood-borne pathogen kit * Fire extinguisher	

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

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	60%		1D4				
(b) Medium Pistol	40%	15m	1D10				15
(c) Light Pistol	40%	10m	1D8				7
(d) Light Carbine	40%	100m	1D12 †	3	10%		30
(e) Baton	70%		1D6+1				
(f) Pocket Knife	70%		1D4+1	3			
(g)							

† *

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY													
		<table border="1" style="width:100%; border-collapse: collapse;"> <tr> <th style="width: 50%;">19. SPECIAL TRAINING</th> <th style="width: 50%;">SKILL OR STAT USED</th> </tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> </table>	19. SPECIAL TRAINING	SKILL OR STAT USED											
19. SPECIAL TRAINING	SKILL OR STAT USED														

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL FORST, Sable		2. PROFESSION (RANK IF APPLICABLE) Police Officer		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Argyle, IA		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 32 (OCT 8)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	13	65	Tough
	Constitution (CON)	17	85	Indefatigable
	Dexterity (DEX)	8	40	Ungainly
	Intelligence (INT)	10	50	
	Power (POW)	14	70	Forbearing
	Charisma (CHA)	10	50	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		15	
	Willpower Points (WP)		14	
Sanity Points (SAN)		70		
Breaking Point (BP)		56		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		10
		10
		10
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	30	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	80	<input type="checkbox"/> Forensics (0%)	20	<input type="checkbox"/> Science (0%):	20
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	60	<input type="checkbox"/> Search (20%)	50
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	30	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	50	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)	30	<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	40	<input type="checkbox"/> Melee Weapons (30%)	50	<input type="checkbox"/> Unarmed Combat (40%)	60
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):	20	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	40	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	50	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)	20	<input type="checkbox"/> Persuade (20%)	40	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)	20	<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):	20	<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	50			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	40	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=1

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

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR	
	<table style="width:100%; border: none;"> <tr> <td style="width: 50%; border: none;"> Reinforced Kevlar vest – Armour Rating 4 * Riot helmet – Armour Rating +1 Badge and ID card Pistol holster (belt) 2 spare pistol mags (belt pouch) Flashlight Handcuffs (belt pouch) Handheld radio Pen and pocket notebook Multitool * Police radio </td> <td style="width: 50%; border: none;"> * Spare ammunition * Mounted laptop computer * Driver's license scanner * Spike strips * Flares * Reflective vest to wear in traffic * Evidence bags * Traffic cones * Blood-borne pathogen kit * Fire extinguisher </td> </tr> </table>	Reinforced Kevlar vest – Armour Rating 4 * Riot helmet – Armour Rating +1 Badge and ID card Pistol holster (belt) 2 spare pistol mags (belt pouch) Flashlight Handcuffs (belt pouch) Handheld radio Pen and pocket notebook Multitool * Police radio
Reinforced Kevlar vest – Armour Rating 4 * Riot helmet – Armour Rating +1 Badge and ID card Pistol holster (belt) 2 spare pistol mags (belt pouch) Flashlight Handcuffs (belt pouch) Handheld radio Pen and pocket notebook Multitool * Police radio	* Spare ammunition * Mounted laptop computer * Driver's license scanner * Spike strips * Flares * Reflective vest to wear in traffic * Evidence bags * Traffic cones * Blood-borne pathogen kit * Fire extinguisher	

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

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	60%		1D4				
(b) Medium Pistol	40%	15m	1D10				15
(c) Light Carbine	40%	100m	1D12 †	3	10%		30
(d) Baton	50%		1D6+1				
(e) Pocket Knife	50%		1D4+1	3			
(f)							
(g)							

*

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY													
		<table border="1" style="width:100%; border-collapse: collapse;"> <tr> <th style="width: 50%;">19. SPECIAL TRAINING</th> <th style="width: 50%;">SKILL OR STAT USED</th> </tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> </table>	19. SPECIAL TRAINING	SKILL OR STAT USED											
19. SPECIAL TRAINING	SKILL OR STAT USED														

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

* In car boot
† Use Lethality rating if firing bursts

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL SIMONS, Darell		2. PROFESSION (RANK IF APPLICABLE) Police Officer		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Kelly A F B, TX		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 44 (MAR 15)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES	PSYCHOLOGICAL DATA	11. BONDS	SCORE	
	Strength (STR)	14	70	Muscular			17	
	Constitution (CON)	13	65	Fit			17	
	Dexterity (DEX)	10	50				17	
	Intelligence (INT)	8	40	Shallow				
	Power (POW)	10	50					
	Charisma (CHA)	17	85	Beguiling				
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT		12. MOTIVATIONS AND MENTAL DISORDERS		
	Hit Points (HP)		14					
	Willpower Points (WP)		10					
Sanity Points (SAN)		50						
Breaking Point (BP)		40						
10. PHYSICAL DESCRIPTION				13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE				
				Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted				

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	30	<input type="checkbox"/> Ride (10%)	60
	<input type="checkbox"/> Alertness (20%)	60	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	30	<input type="checkbox"/> Search (20%)	50
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	30
			<input type="checkbox"/> HUMINT (10%)	50	<input type="checkbox"/> Surgery (0%)	20
	<input type="checkbox"/> Artillery (0%)	20	<input type="checkbox"/> Law (0%)	30	<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	60	<input type="checkbox"/> Melee Weapons (30%)	70	<input type="checkbox"/> Unarmed Combat (40%)	60
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	40	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	50	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	40	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	30	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	50			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	40	<input type="checkbox"/> Psychotherapy (10%)	30	<input type="checkbox"/>	

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

DB=1

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR	
	<table style="width:100%; border: none;"> <tr> <td style="width: 50%; border: none;"> Reinforced Kevlar vest - Armour Rating 4 * Riot helmet - Armour Rating +1 Badge and ID card Pistol holster (belt) 2 spare pistol mags (belt pouch) Flashlight Handcuffs (belt pouch) Handheld radio Pen and pocket notebook Multitool * Police radio </td> <td style="width: 50%; border: none;"> * Spare ammunition * Mounted laptop computer * Driver's license scanner * Spike strips * Flares * Reflective vest to wear in traffic * Evidence bags * Traffic cones * Blood-borne pathogen kit * Fire extinguisher </td> </tr> </table>	Reinforced Kevlar vest - Armour Rating 4 * Riot helmet - Armour Rating +1 Badge and ID card Pistol holster (belt) 2 spare pistol mags (belt pouch) Flashlight Handcuffs (belt pouch) Handheld radio Pen and pocket notebook Multitool * Police radio
Reinforced Kevlar vest - Armour Rating 4 * Riot helmet - Armour Rating +1 Badge and ID card Pistol holster (belt) 2 spare pistol mags (belt pouch) Flashlight Handcuffs (belt pouch) Handheld radio Pen and pocket notebook Multitool * Police radio	* Spare ammunition * Mounted laptop computer * Driver's license scanner * Spike strips * Flares * Reflective vest to wear in traffic * Evidence bags * Traffic cones * Blood-borne pathogen kit * Fire extinguisher	

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

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	60%		1D4				
(b) Medium Pistol	40%	15m	1D10				15
(c) Light Pistol	40%	10m	1D8				7
(d) Light Carbine	40%	100m	1D12 †	3	10%		30
(e) Baton	70%		1D6+1				
(f) Pocket Knife	70%		1D4+1	3			
(g)							

†
*

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY													
	<table border="1" style="width:100%; border-collapse: collapse;"> <tr> <th style="width: 50%;">19. SPECIAL TRAINING</th> <th style="width: 50%;">SKILL OR STAT USED</th> </tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> </table>		19. SPECIAL TRAINING	SKILL OR STAT USED											
19. SPECIAL TRAINING	SKILL OR STAT USED														

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL NEWQUIST, Olivia		2. PROFESSION (RANK IF APPLICABLE) Police Officer		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) North Vernon, IN		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 47 (OCT 17)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	6	30	Weak
	Constitution (CON)	7	35	Unwell
	Dexterity (DEX)	11	55	
	Intelligence (INT)	10	50	
	Power (POW)	7	35	Low spirited
	Charisma (CHA)	12	60	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		6	
	Willpower Points (WP)		7	
Sanity Points (SAN)		35		
Breaking Point (BP)		28		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE	
		12	
		12	
		12	
	12. MOTIVATIONS AND MENTAL DISORDERS		
	13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted			

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	30	<input type="checkbox"/> Ride (10%)	30
	<input type="checkbox"/> Alertness (20%)	60	<input type="checkbox"/> Forensics (0%)	70	<input type="checkbox"/> Science (0%):	20
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	50
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	20
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	30	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	50	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)	30	<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	40	<input type="checkbox"/> Melee Weapons (30%)	50	<input type="checkbox"/> Unarmed Combat (40%)	60
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	60	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	50	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)	20	<input type="checkbox"/> Persuade (20%)	40	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):	20	<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	50			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	40	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=-1

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

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR	
	<table style="width:100%; border:none;"> <tr> <td style="width:50%; border:none;"> Reinforced Kevlar vest - Armour Rating 4 * Riot helmet - Armour Rating +1 Badge and ID card Pistol holster (belt) 2 spare pistol mags (belt pouch) Flashlight Handcuffs (belt pouch) Handheld radio Pen and pocket notebook Multitool * Police radio </td> <td style="width:50%; border:none; vertical-align: top;"> * Spare ammunition * Mounted laptop computer * Driver's license scanner * Spike strips * Flares * Reflective vest to wear in traffic * Evidence bags * Traffic cones * Blood-borne pathogen kit * Fire extinguisher </td> </tr> </table>	Reinforced Kevlar vest - Armour Rating 4 * Riot helmet - Armour Rating +1 Badge and ID card Pistol holster (belt) 2 spare pistol mags (belt pouch) Flashlight Handcuffs (belt pouch) Handheld radio Pen and pocket notebook Multitool * Police radio
Reinforced Kevlar vest - Armour Rating 4 * Riot helmet - Armour Rating +1 Badge and ID card Pistol holster (belt) 2 spare pistol mags (belt pouch) Flashlight Handcuffs (belt pouch) Handheld radio Pen and pocket notebook Multitool * Police radio	* Spare ammunition * Mounted laptop computer * Driver's license scanner * Spike strips * Flares * Reflective vest to wear in traffic * Evidence bags * Traffic cones * Blood-borne pathogen kit * Fire extinguisher	

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

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	60%		1D4-2				
(b) Medium Pistol	40%	15m	1D10				15
(c) Light Carbine	40%	100m	1D12 †	3	10%		30
(d) Baton	50%		1D6-1				
(e) Pocket Knife	50%		1D4-1	3			
(f)							
(g)							

*

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY													
		<table border="1" style="width:100%; border-collapse: collapse; font-size: x-small;"> <tr> <th style="width:60%;">19. SPECIAL TRAINING</th> <th style="width:40%;">SKILL OR STAT USED</th> </tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> </table>	19. SPECIAL TRAINING	SKILL OR STAT USED											
19. SPECIAL TRAINING	SKILL OR STAT USED														

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

* In car boot
† Use Lethality rating if firing bursts

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL ESTEBAN, Alan		2. PROFESSION (RANK IF APPLICABLE) Police Officer		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Bethpage, NY		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 48 (FEB 1)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	13	65	Brawny
	Constitution (CON)	13	65	Robust
	Dexterity (DEX)	12	60	
	Intelligence (INT)	11	55	
	Power (POW)	11	55	
	Charisma (CHA)	12	60	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		13	
	Willpower Points (WP)		11	
Sanity Points (SAN)		55		
Breaking Point (BP)		44		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		12
		12
		12
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	30	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	80	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	70
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)	50	<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	50	<input type="checkbox"/> Surgery (0%)	20
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)	50	<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	40	<input type="checkbox"/> Melee Weapons (30%)	50	<input type="checkbox"/> Unarmed Combat (40%)	80
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	40	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	70	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	60	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	50	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	50			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	40	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=1

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

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR	
	<table style="width: 100%; border: none;"> <tr> <td style="width: 50%; border: none;"> Reinforced Kevlar vest – Armour Rating 4 * Riot helmet – Armour Rating +1 Badge and ID card Pistol holster (belt) 2 spare pistol mags (belt pouch) Flashlight Handcuffs (belt pouch) Handheld radio Pen and pocket notebook Multitool * Police radio </td> <td style="width: 50%; border: none;"> * Spare ammunition * Mounted laptop computer * Driver's license scanner * Spike strips * Flares * Reflective vest to wear in traffic * Evidence bags * Traffic cones * Blood-borne pathogen kit * Fire extinguisher </td> </tr> </table>	Reinforced Kevlar vest – Armour Rating 4 * Riot helmet – Armour Rating +1 Badge and ID card Pistol holster (belt) 2 spare pistol mags (belt pouch) Flashlight Handcuffs (belt pouch) Handheld radio Pen and pocket notebook Multitool * Police radio
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Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	80%		1D4				
(b) Medium Pistol	40%	15m	1D10				15
(c) Light Pistol	40%	10m	1D8				7
(d) Light Carbine	40%	100m	1D12 †	3	10%		30
(e) Baton	50%		1D6+1				
(f) Pocket Knife	50%		1D4+1	3			
(g)							

†
*

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY													
	<table border="1" style="width: 100%; border-collapse: collapse;"> <tr> <th style="width: 50%;">19. SPECIAL TRAINING</th> <th style="width: 50%;">SKILL OR STAT USED</th> </tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> </table>		19. SPECIAL TRAINING	SKILL OR STAT USED											
19. SPECIAL TRAINING	SKILL OR STAT USED														

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
-------------------------	---------------------

THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL DUKES, Lizette		2. PROFESSION (RANK IF APPLICABLE) Police Officer		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Gruetli Laager, TN		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 42 (NOV 6)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	8	40	Puny
	Constitution (CON)	13	65	Fit
	Dexterity (DEX)	10	50	
	Intelligence (INT)	10	50	
	Power (POW)	14	70	Strong-willed
	Charisma (CHA)	17	85	Beguiling
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		10	
	Willpower Points (WP)		14	
Sanity Points (SAN)		70		
Breaking Point (BP)		56		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		17
		17
		17
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	30	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	60	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	70
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)	50	<input type="checkbox"/> SIGINT (0%)	20
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	50	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)	30	<input type="checkbox"/> Survival (10%)	30
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	40	<input type="checkbox"/> Melee Weapons (30%)	50	<input type="checkbox"/> Unarmed Combat (40%)	60
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):	20	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	40	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	70	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)	20	<input type="checkbox"/> Persuade (20%)	40	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	70			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	60	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=-1

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INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR	
	<table style="width:100%; border: none;"> <tr> <td style="width: 50%; border: none;"> Reinforced Kevlar vest - Armour Rating 4 * Riot helmet - Armour Rating +1 Badge and ID card Pistol holster (belt) 2 spare pistol mags (belt pouch) Flashlight Handcuffs (belt pouch) Handheld radio Pen and pocket notebook Multitool * Police radio </td> <td style="width: 50%; border: none;"> * Spare ammunition * Mounted laptop computer * Driver's license scanner * Spike strips * Flares * Reflective vest to wear in traffic * Evidence bags * Traffic cones * Blood-borne pathogen kit * Fire extinguisher </td> </tr> </table>	Reinforced Kevlar vest - Armour Rating 4 * Riot helmet - Armour Rating +1 Badge and ID card Pistol holster (belt) 2 spare pistol mags (belt pouch) Flashlight Handcuffs (belt pouch) Handheld radio Pen and pocket notebook Multitool * Police radio
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Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	60%		1D4-2				
(b) Medium Pistol	60%	15m	1D10				15
(c) Shotgun (shot)	80%	75m	2D8 †				5
(d) Shotgun (slug)	60%	75m	2D8 †				5
(e) Baton	50%		1D6-1				
(f) Pocket Knife	50%		1D4-1	3			
(g)							

*
*

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY													
	<table border="1" style="width:100%; border-collapse: collapse;"> <tr> <th style="width: 50%;">19. SPECIAL TRAINING</th> <th style="width: 50%;">SKILL OR STAT USED</th> </tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> </table>		19. SPECIAL TRAINING	SKILL OR STAT USED											
19. SPECIAL TRAINING	SKILL OR STAT USED														

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
-------------------------	---------------------

THIS IS A WORK OF FICTION

* In car boot
 † Half damage beyond base range
 ‡ Damage reduced to 2D6 beyond base range

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL USREY, Desmond		2. PROFESSION (RANK IF APPLICABLE) Police Officer		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Rarden, OH		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 51 (JUL 6)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	11	55	
	Constitution (CON)	12	60	
	Dexterity (DEX)	12	60	
	Intelligence (INT)	13	65	Crafty
	Power (POW)	13	65	Unflinching
	Charisma (CHA)	11	55	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		12	
	Willpower Points (WP)		13	
Sanity Points (SAN)		65		
Breaking Point (BP)		52		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		11
		11
		11
12. MOTIVATIONS AND MENTAL DISORDERS		
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	30	<input type="checkbox"/> Ride (10%)	60
	<input type="checkbox"/> Alertness (20%)	60	<input type="checkbox"/> Forensics (0%)	20	<input type="checkbox"/> Science (0%):	20
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	50
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	50	<input type="checkbox"/> Surgery (0%)	20
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)	30	<input type="checkbox"/> Survival (10%)	30
	<input type="checkbox"/> Athletics (30%)	50	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	40	<input type="checkbox"/> Melee Weapons (30%)	50	<input type="checkbox"/> Unarmed Combat (40%)	60
	<input type="checkbox"/> Computer Science (0%)	20	<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	40	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	50	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	20
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	40	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)	20	<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	50			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	40	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=0

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THIS IS A WORK OF FICTION

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR	
	<table style="width: 100%; border: none;"> <tr> <td style="width: 50%; border: none;"> Reinforced Kevlar vest - Armour Rating 4 * Riot helmet - Armour Rating +1 Badge and ID card Pistol holster (belt) 2 spare pistol mags (belt pouch) Flashlight Handcuffs (belt pouch) Handheld radio Pen and pocket notebook Multitool * Police radio </td> <td style="width: 50%; border: none;"> * Spare ammunition * Mounted laptop computer * Driver's license scanner * Spike strips * Flares * Reflective vest to wear in traffic * Evidence bags * Traffic cones * Blood-borne pathogen kit * Fire extinguisher </td> </tr> </table>	Reinforced Kevlar vest - Armour Rating 4 * Riot helmet - Armour Rating +1 Badge and ID card Pistol holster (belt) 2 spare pistol mags (belt pouch) Flashlight Handcuffs (belt pouch) Handheld radio Pen and pocket notebook Multitool * Police radio
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Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	60%		1D4-1				
(b) Medium Pistol	40%	15m	1D10				15
(c) Shotgun (shot)	60%	75m	2D8 †				5
(d) Shotgun (slug)	40%	75m	2D8 †				5
(e) Baton	50%		1D6				
(f) Pocket Knife	50%		1D4	3			
(g)							

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REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY													
		<table border="1" style="width: 100%; border-collapse: collapse;"> <tr> <th style="width: 50%;">19. SPECIAL TRAINING</th> <th style="width: 50%;">SKILL OR STAT USED</th> </tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> </table>	19. SPECIAL TRAINING	SKILL OR STAT USED											
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20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

* In car boot
 † Half damage beyond base range
 ‡ Damage reduced to 2D6 beyond base range

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL HOMES, Rosemary		2. PROFESSION (RANK IF APPLICABLE) Police Officer		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Baker, WV		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 38 (MAY 25)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	11	55	
	Constitution (CON)	10	50	
	Dexterity (DEX)	15	75	Quick footed
	Intelligence (INT)	12	60	
	Power (POW)	18	90	Indomitable
	Charisma (CHA)	9	45	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		10	
	Willpower Points (WP)		18	
Sanity Points (SAN)		90		
Breaking Point (BP)		72		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		9
		9
		9
12. MOTIVATIONS AND MENTAL DISORDERS		
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	30	<input type="checkbox"/> Ride (10%)	30
	<input type="checkbox"/> Alertness (20%)	60	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	60	<input type="checkbox"/> Search (20%)	70
	<input type="checkbox"/> Archeology (0%)	20	<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	50	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)	30	<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	40	<input type="checkbox"/> Melee Weapons (30%)	50	<input type="checkbox"/> Unarmed Combat (40%)	80
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	40	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	50	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)	20	<input type="checkbox"/> Persuade (20%)	60	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)	20	<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):	20	<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	50			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	40	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=0

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

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Reinforced Kevlar vest - Armour Rating 4				* Spare ammunition			
	* Riot helmet - Armour Rating +1				* Mounted laptop computer			
	Badge and ID card				* Driver's license scanner			
	Pistol holster (belt)				* Spike strips			
	2 spare pistol mags (belt pouch)				* Flares			
	Flashlight				* Reflective vest to wear in traffic			
	Handcuffs (belt pouch)				* Evidence bags			
Handheld radio				* Traffic cones				
Pen and pocket notebook				* Blood-borne pathogen kit				
Multitool				* Fire extinguisher				
* Police radio								
Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.								
16. WEAPONS								
(a) Unarmed	80%		1D4-1					
(b) Medium Pistol	40%	15m	1D10				15	
(c) Light Pistol	40%	10m	1D8				7	
(d) Light Carbine	40%	100m	1D12 †	3	10%		30	
(e) Baton	50%		1D6					
(f) Pocket Knife	50%		1D4	3				
(g)								

REMARKS	17. PERSONAL DETAILS AND NOTES		18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY	
			19. SPECIAL TRAINING	SKILL OR STAT USED
	Please indicate why this agent was recruited and why the agent agreed to be recruited.			

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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* In car boot
† Ankle holster
‡ Use Lethality rating if firing bursts

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL DOLLINGER, Trent		2. PROFESSION (RANK IF APPLICABLE) Police Officer		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Herndon, KS		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 25 (JUN 11)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	12	60	
	Constitution (CON)	14	70	Resilient
	Dexterity (DEX)	14	70	Lithe
	Intelligence (INT)	11	55	
	Power (POW)	12	60	
	Charisma (CHA)	10	50	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		13	
	Willpower Points (WP)		12	
Sanity Points (SAN)		60		
Breaking Point (BP)		48		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		10
		10
		10
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	30	<input type="checkbox"/> Ride (10%)	30
	<input type="checkbox"/> Alertness (20%)	60	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)	20	<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	50
	<input type="checkbox"/> Archeology (0%)	20	<input type="checkbox"/> Heavy Weapons (0%)	50	<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	50	<input type="checkbox"/> Surgery (0%)	20
	<input type="checkbox"/> Artillery (0%)	20	<input type="checkbox"/> Law (0%)	30	<input type="checkbox"/> Survival (10%)	30
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	40
	<input type="checkbox"/> Bureaucracy (10%)	40	<input type="checkbox"/> Melee Weapons (30%)	50	<input type="checkbox"/> Unarmed Combat (40%)	60
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	40	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	70	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	40	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	50			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	40	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=0

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

THIS IS A WORK OF FICTION

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR	
	<table style="width:100%; border: none;"> <tr> <td style="width: 50%; border: none;"> Reinforced Kevlar vest - Armour Rating 4 * Riot helmet - Armour Rating +1 Badge and ID card Pistol holster (belt) 2 spare pistol mags (belt pouch) Flashlight Handcuffs (belt pouch) Handheld radio Pen and pocket notebook Multitool * Police radio </td> <td style="width: 50%; border: none;"> * Spare ammunition * Mounted laptop computer * Driver's license scanner * Spike strips * Flares * Reflective vest to wear in traffic * Evidence bags * Traffic cones * Blood-borne pathogen kit * Fire extinguisher </td> </tr> </table>	Reinforced Kevlar vest - Armour Rating 4 * Riot helmet - Armour Rating +1 Badge and ID card Pistol holster (belt) 2 spare pistol mags (belt pouch) Flashlight Handcuffs (belt pouch) Handheld radio Pen and pocket notebook Multitool * Police radio
Reinforced Kevlar vest - Armour Rating 4 * Riot helmet - Armour Rating +1 Badge and ID card Pistol holster (belt) 2 spare pistol mags (belt pouch) Flashlight Handcuffs (belt pouch) Handheld radio Pen and pocket notebook Multitool * Police radio	* Spare ammunition * Mounted laptop computer * Driver's license scanner * Spike strips * Flares * Reflective vest to wear in traffic * Evidence bags * Traffic cones * Blood-borne pathogen kit * Fire extinguisher	

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

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	60%		1D4-1				
(b) Medium Pistol	40%	15m	1D10				15
(c) Shotgun (shot)	60%	75m	2D8 †				5
(d) Shotgun (slug)	40%	75m	2D8 †				5
(e) Baton	50%		1D6				
(f) Pocket Knife	50%		1D4	3			
(g)							

*
*

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY													
		<table border="1" style="width:100%; border-collapse: collapse;"> <tr> <th style="width: 50%;">19. SPECIAL TRAINING</th> <th style="width: 50%;">SKILL OR STAT USED</th> </tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> </table>	19. SPECIAL TRAINING	SKILL OR STAT USED											
19. SPECIAL TRAINING	SKILL OR STAT USED														

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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* In car boot
 † Half damage beyond base range
 ‡ Damage reduced to 2D6 beyond base range

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DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL MCMILLON, Kyla		2. PROFESSION (RANK IF APPLICABLE) Police Officer		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Fayette, MO		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 27 (JUL 11)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	11	55	
	Constitution (CON)	12	60	
	Dexterity (DEX)	13	65	Deft
	Intelligence (INT)	11	55	
	Power (POW)	12	60	
	Charisma (CHA)	13	65	Outgoing
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		12	
	Willpower Points (WP)		12	
Sanity Points (SAN)		60		
Breaking Point (BP)		48		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS		SCORE
			13
			13
			13
	12. MOTIVATIONS AND MENTAL DISORDERS		
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE			
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted			

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	30	<input type="checkbox"/> Ride (10%)	30
	<input type="checkbox"/> Alertness (20%)	80	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	60	<input type="checkbox"/> Search (20%)	70
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	50	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)	50	<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	40	<input type="checkbox"/> Melee Weapons (30%)	50	<input type="checkbox"/> Unarmed Combat (40%)	60
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):	20	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):	20	<input type="checkbox"/> Navigate (10%)	40	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	70	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	40	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	70			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	40	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=0

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

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Reinforced Kevlar vest - Armour Rating 4				* Spare ammunition			
	* Riot helmet - Armour Rating +1				* Mounted laptop computer			
	Badge and ID card				* Driver's license scanner			
	Pistol holster (belt)				* Spike strips			
	2 spare pistol mags (belt pouch)				* Flares			
	Flashlight				* Reflective vest to wear in traffic			
	Handcuffs (belt pouch)				* Evidence bags			
Handheld radio				* Traffic cones				
Pen and pocket notebook				* Blood-borne pathogen kit				
Multitool				* Fire extinguisher				
* Police radio								
Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.								
16.	WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a)	Unarmed	60%		1D4-1				
(b)	Medium Pistol	40%	15m	1D10				15
(c)	Light Carbine	40%	100m	1D12 †	3	10%		30
(d)	Baton	50%		1D6				
(e)	Pocket Knife	50%		1D4	3			
(f)								
(g)								

REMARKS	17. PERSONAL DETAILS AND NOTES		18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY	
			19. SPECIAL TRAINING	SKILL OR STAT USED
	Please indicate why this agent was recruited and why the agent agreed to be recruited.			

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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* In car boot
† Use Lethality rating if firing bursts

THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL MUSSO, Josh		2. PROFESSION (RANK IF APPLICABLE) Police Officer		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Crystal, MI		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 37 (NOV 18)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	13	65	Sturdy
	Constitution (CON)	11	55	
	Dexterity (DEX)	12	60	
	Intelligence (INT)	13	65	Ingenious
	Power (POW)	13	65	Unflinching
	Charisma (CHA)	12	60	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		12	
	Willpower Points (WP)		13	
Sanity Points (SAN)		65		
Breaking Point (BP)		52		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		12
		12
		12
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <i>adapted</i> Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <i>adapted</i>		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	30	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	80	<input type="checkbox"/> Forensics (0%)	50	<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	50
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	20
	<input type="checkbox"/> Art (0%):	20	<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	70	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)	30	<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	40	<input type="checkbox"/> Melee Weapons (30%)	50	<input type="checkbox"/> Unarmed Combat (40%)	60
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	40	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	50	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	20
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	40	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	50	<input type="checkbox"/> Pilot (0%):	20	<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	50			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	40	<input type="checkbox"/> Psychotherapy (10%)	30	<input type="checkbox"/>	

DB=1

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

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR Reinforced Kevlar vest - Armour Rating 4 * Riot helmet - Armour Rating +1 Badge and ID card Pistol holster (belt) 2 spare pistol mags (belt pouch) Flashlight Handcuffs (belt pouch) Handheld radio Pen and pocket notebook Multitool * Police radio	* Spare ammunition * Mounted laptop computer * Driver's license scanner * Spike strips * Flares * Reflective vest to wear in traffic * Evidence bags * Traffic cones * Blood-borne pathogen kit * Fire extinguisher
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Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	60%		1D4				
(b) Medium Pistol	40%	15m	1D10				15
(c) Light Pistol	40%	10m	1D8				7
(d) Light Carbine	40%	100m	1D12 †	3	10%		30
(e) Baton	50%		1D6+1				
(f) Pocket Knife	50%		1D4+1	3			
(g)							

† *

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY													
		<table border="1" style="width:100%; border-collapse: collapse;"> <tr> <th style="width:50%;">19. SPECIAL TRAINING</th> <th style="width:50%;">SKILL OR STAT USED</th> </tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> </table>	19. SPECIAL TRAINING	SKILL OR STAT USED											
19. SPECIAL TRAINING	SKILL OR STAT USED														

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
-------------------------	---------------------

THIS IS A WORK OF FICTION

* In car boot
† Ankle holster
‡ Use Lethality rating if firing bursts

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL MARKOVICH, Shauna		2. PROFESSION (RANK IF APPLICABLE) Police Officer		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Port Alsworth, AK		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 25 (AUG 26)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES	PSYCHOLOGICAL DATA	11. BONDS	SCORE	
	Strength (STR)	13	65	Muscular			10	
	Constitution (CON)	14	70	Fit			10	
	Dexterity (DEX)	10	50				10	
	Intelligence (INT)	17	85	Genius				
	Power (POW)	8	40	Meek				
	Charisma (CHA)	10	50					
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT		12. MOTIVATIONS AND MENTAL DISORDERS		
	Hit Points (HP)		14					
	Willpower Points (WP)		8					
Sanity Points (SAN)		40						
Breaking Point (BP)		32						
10. PHYSICAL DESCRIPTION				13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE				
				Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted				

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	30	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	60	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	50
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)	50	<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):	20	<input type="checkbox"/> History (10%)	30	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	50	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)	30	<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	50	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	40	<input type="checkbox"/> Melee Weapons (30%)	70	<input type="checkbox"/> Unarmed Combat (40%)	60
	<input type="checkbox"/> Computer Science (0%)	20	<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	40	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	50	<input type="checkbox"/> Occult (10%)	30	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	40	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):	20	<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	70			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	40	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=1

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

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR	
	<table style="width:100%; border: none;"> <tr> <td style="width: 50%; border: none;"> Reinforced Kevlar vest – Armour Rating 4 * Riot helmet – Armour Rating +1 Badge and ID card Pistol holster (belt) 2 spare pistol mags (belt pouch) Flashlight Handcuffs (belt pouch) Handheld radio Pen and pocket notebook Multitool * Police radio </td> <td style="width: 50%; border: none;"> * Spare ammunition * Mounted laptop computer * Driver's license scanner * Spike strips * Flares * Reflective vest to wear in traffic * Evidence bags * Traffic cones * Blood-borne pathogen kit * Fire extinguisher </td> </tr> </table>	Reinforced Kevlar vest – Armour Rating 4 * Riot helmet – Armour Rating +1 Badge and ID card Pistol holster (belt) 2 spare pistol mags (belt pouch) Flashlight Handcuffs (belt pouch) Handheld radio Pen and pocket notebook Multitool * Police radio
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Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	60%		1D4				
(b) Medium Pistol	40%	15m	1D10				15
(c) Light Carbine	40%	100m	1D12 †	3	10%		30
(d) Baton	70%		1D6+1				
(e) Pocket Knife	70%		1D4+1	3			
(f)							
(g)							

*

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY														
		<table border="1" style="width:100%; border-collapse: collapse; font-size: x-small;"> <tr> <th style="width: 50%;">19. SPECIAL TRAINING</th> <th style="width: 50%;">SKILL OR STAT USED</th> </tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> </table>	19. SPECIAL TRAINING	SKILL OR STAT USED												
19. SPECIAL TRAINING	SKILL OR STAT USED															

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

* In car boot
 † Use Lethality rating if firing bursts

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL HOWLAND, Monte		2. PROFESSION (RANK IF APPLICABLE) Police Officer		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Shoshone, ID		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 38 (MAR 20)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	13	65	Sturdy
	Constitution (CON)	13	65	Resilient
	Dexterity (DEX)	6	30	Awkward
	Intelligence (INT)	10	50	
	Power (POW)	7	35	Timid
	Charisma (CHA)	12	60	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		13	
	Willpower Points (WP)		7	
Sanity Points (SAN)		35		
Breaking Point (BP)		28		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		12
		12
		12
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	30	<input type="checkbox"/> Ride (10%)	60
	<input type="checkbox"/> Alertness (20%)	60	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	50
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):	20	<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	50	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)	30	<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	50	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	60	<input type="checkbox"/> Melee Weapons (30%)	50	<input type="checkbox"/> Unarmed Combat (40%)	60
	<input type="checkbox"/> Computer Science (0%)	20	<input type="checkbox"/> Military Science (0%):	20	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	40	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	50	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	60	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	70			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	60	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=1

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

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR	
	<table style="width:100%; border: none;"> <tr> <td style="width: 50%; border: none;"> Reinforced Kevlar vest - Armour Rating 4 * Riot helmet - Armour Rating +1 Badge and ID card Pistol holster (belt) 2 spare pistol mags (belt pouch) Flashlight Handcuffs (belt pouch) Handheld radio Pen and pocket notebook Multitool * Police radio </td> <td style="width: 50%; border: none;"> * Spare ammunition * Mounted laptop computer * Driver's license scanner * Spike strips * Flares * Reflective vest to wear in traffic * Evidence bags * Traffic cones * Blood-borne pathogen kit * Fire extinguisher </td> </tr> </table>	Reinforced Kevlar vest - Armour Rating 4 * Riot helmet - Armour Rating +1 Badge and ID card Pistol holster (belt) 2 spare pistol mags (belt pouch) Flashlight Handcuffs (belt pouch) Handheld radio Pen and pocket notebook Multitool * Police radio
Reinforced Kevlar vest - Armour Rating 4 * Riot helmet - Armour Rating +1 Badge and ID card Pistol holster (belt) 2 spare pistol mags (belt pouch) Flashlight Handcuffs (belt pouch) Handheld radio Pen and pocket notebook Multitool * Police radio	* Spare ammunition * Mounted laptop computer * Driver's license scanner * Spike strips * Flares * Reflective vest to wear in traffic * Evidence bags * Traffic cones * Blood-borne pathogen kit * Fire extinguisher	

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

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	60%		1D4				
(b) Medium Pistol	60%	15m	1D10				15
(c) Light Pistol	60%	10m	1D8				7
(d) Light Carbine	60%	100m	1D12 †	3	10%		30
(e) Baton	50%		1D6+1				
(f) Pocket Knife	50%		1D4+1	3			
(g)							

† *

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY													
	<table border="1" style="width:100%; border-collapse: collapse;"> <tr> <th style="width: 50%;">19. SPECIAL TRAINING</th> <th style="width: 50%;">SKILL OR STAT USED</th> </tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> </table>		19. SPECIAL TRAINING	SKILL OR STAT USED											
19. SPECIAL TRAINING	SKILL OR STAT USED														

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
-------------------------	---------------------

THIS IS A WORK OF FICTION

* In car boot
† Ankle holster
‡ Use Lethality rating if firing bursts

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL OKELLEY, Tessa		2. PROFESSION (RANK IF APPLICABLE) Police Officer		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Cavour, WI		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 50 (MAY 18)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	15	75	Powerful
	Constitution (CON)	14	70	Perfect health
	Dexterity (DEX)	10	50	
	Intelligence (INT)	11	55	
	Power (POW)	10	50	
	Charisma (CHA)	12	60	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		14	
	Willpower Points (WP)		10	
Sanity Points (SAN)		50		
Breaking Point (BP)		40		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS		SCORE
			12
			12
			12
12. MOTIVATIONS AND MENTAL DISORDERS			
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE			
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted			

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	30	<input type="checkbox"/> Ride (10%)	30
	<input type="checkbox"/> Alertness (20%)	60	<input type="checkbox"/> Forensics (0%)	20	<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	60	<input type="checkbox"/> Search (20%)	50
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)	20	<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	50	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)	30	<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	50	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	40	<input type="checkbox"/> Melee Weapons (30%)	50	<input type="checkbox"/> Unarmed Combat (40%)	60
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):	20	<input type="checkbox"/> Navigate (10%)	40	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	50	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	20
	<input type="checkbox"/> Demolitions (0%)	20	<input type="checkbox"/> Persuade (20%)	40	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	50			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	40	<input type="checkbox"/> Psychotherapy (10%)	30	<input type="checkbox"/>	

DB=1

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

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR	
	<table style="width:100%; border: none;"> <tr> <td style="width: 50%; border: none;"> Reinforced Kevlar vest - Armour Rating 4 * Riot helmet - Armour Rating +1 Badge and ID card Pistol holster (belt) 2 spare pistol mags (belt pouch) Flashlight Handcuffs (belt pouch) Handheld radio Pen and pocket notebook Multitool * Police radio </td> <td style="width: 50%; border: none;"> * Spare ammunition * Mounted laptop computer * Driver's license scanner * Spike strips * Flares * Reflective vest to wear in traffic * Evidence bags * Traffic cones * Blood-borne pathogen kit * Fire extinguisher </td> </tr> </table>	Reinforced Kevlar vest - Armour Rating 4 * Riot helmet - Armour Rating +1 Badge and ID card Pistol holster (belt) 2 spare pistol mags (belt pouch) Flashlight Handcuffs (belt pouch) Handheld radio Pen and pocket notebook Multitool * Police radio
Reinforced Kevlar vest - Armour Rating 4 * Riot helmet - Armour Rating +1 Badge and ID card Pistol holster (belt) 2 spare pistol mags (belt pouch) Flashlight Handcuffs (belt pouch) Handheld radio Pen and pocket notebook Multitool * Police radio	* Spare ammunition * Mounted laptop computer * Driver's license scanner * Spike strips * Flares * Reflective vest to wear in traffic * Evidence bags * Traffic cones * Blood-borne pathogen kit * Fire extinguisher	

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

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	60%		1D4				
(b) Medium Pistol	40%	15m	1D10				15
(c) Light Pistol	40%	10m	1D8				7
(d) Light Carbine	40%	100m	1D12 †	3	10%		30
(e) Baton	50%		1D6+1				
(f) Pocket Knife	50%		1D4+1	3			
(g)							

†
*

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY														
		<table border="1" style="width:100%; border-collapse: collapse;"> <tr> <th style="width: 50%;">19. SPECIAL TRAINING</th> <th style="width: 50%;">SKILL OR STAT USED</th> </tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> </table>	19. SPECIAL TRAINING	SKILL OR STAT USED												
19. SPECIAL TRAINING	SKILL OR STAT USED															

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
-------------------------	---------------------

THIS IS A WORK OF FICTION

* In car boot
 † Ankle holster
 ‡ Use Lethality rating if firing bursts

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL MACKENZIE, Bryan		2. PROFESSION (RANK IF APPLICABLE) Police Officer		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Troy, SC		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 28 (AUG 2)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	7	35	Weak
	Constitution (CON)	15	75	Fit
	Dexterity (DEX)	8	40	Awkward
	Intelligence (INT)	10	50	
	Power (POW)	10	50	
	Charisma (CHA)	11	55	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		11	
	Willpower Points (WP)		10	
Sanity Points (SAN)		50		
Breaking Point (BP)		40		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		11
		11
		11
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	50	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	60	<input type="checkbox"/> Forensics (0%)	50	<input type="checkbox"/> Science (0%):	20
	<input type="checkbox"/> Anthropology (0%)	20	<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	70
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	50	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)	30	<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	40	<input type="checkbox"/> Melee Weapons (30%)	50	<input type="checkbox"/> Unarmed Combat (40%)	60
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):	20	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	40	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	50	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	60	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)	20	<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	70			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	40	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=-1

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

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR Reinforced Kevlar vest - Armour Rating 4 * Riot helmet - Armour Rating +1 Badge and ID card Pistol holster (belt) 2 spare pistol mags (belt pouch) Flashlight Handcuffs (belt pouch) Handheld radio Pen and pocket notebook Multitool * Police radio	* Spare ammunition * Mounted laptop computer * Driver's license scanner * Spike strips * Flares * Reflective vest to wear in traffic * Evidence bags * Traffic cones * Blood-borne pathogen kit * Fire extinguisher
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Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	60%		1D4-2				
(b) Medium Pistol	40%	15m	1D10				15
(c) Shotgun (shot)	60%	75m	2D8 †				5 *
(d) Shotgun (slug)	40%	75m	2D8 †				5 *
(e) Baton	50%		1D6-1				
(f) Pocket Knife	50%		1D4-1	3			
(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY													
	<table border="1" style="width:100%; border-collapse: collapse;"> <thead> <tr> <th style="width:50%;">19. SPECIAL TRAINING</th> <th style="width:50%;">SKILL OR STAT USED</th> </tr> </thead> <tbody> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> </tbody> </table>		19. SPECIAL TRAINING	SKILL OR STAT USED											
19. SPECIAL TRAINING	SKILL OR STAT USED														

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
-------------------------	---------------------

* In car boot
 † Half damage beyond base range
 ‡ Damage reduced to 2D6 beyond base range

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL LONDON, Kristian		2. PROFESSION (RANK IF APPLICABLE) Police Officer		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Dellroy, OH		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 32 (DEC 27)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	8	40	Weak
	Constitution (CON)	13	65	Robust
	Dexterity (DEX)	10	50	
	Intelligence (INT)	17	85	Genius
	Power (POW)	10	50	
	Charisma (CHA)	14	70	Charming
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		10	
	Willpower Points (WP)		10	
Sanity Points (SAN)		50		
Breaking Point (BP)		40		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE	
		14	
		14	
		14	
	12. MOTIVATIONS AND MENTAL DISORDERS		
	13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted			

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	30	<input type="checkbox"/> First Aid (10%)	30	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	60	<input type="checkbox"/> Forensics (0%)	20	<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)	20	<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	50
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)	50	<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	50	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)	50	<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	40	<input type="checkbox"/> Melee Weapons (30%)	50	<input type="checkbox"/> Unarmed Combat (40%)	80
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	40	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	50	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	20
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	60	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	50			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	60	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=-1

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

THIS IS A WORK OF FICTION

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR	
	<table style="width:100%; border: none;"> <tr> <td style="width: 50%; border: none;"> Reinforced Kevlar vest - Armour Rating 4 * Riot helmet - Armour Rating +1 Badge and ID card Pistol holster (belt) 2 spare pistol mags (belt pouch) Flashlight Handcuffs (belt pouch) Handheld radio Pen and pocket notebook Multitool * Police radio </td> <td style="width: 50%; border: none;"> * Spare ammunition * Mounted laptop computer * Driver's license scanner * Spike strips * Flares * Reflective vest to wear in traffic * Evidence bags * Traffic cones * Blood-borne pathogen kit * Fire extinguisher </td> </tr> </table>	Reinforced Kevlar vest - Armour Rating 4 * Riot helmet - Armour Rating +1 Badge and ID card Pistol holster (belt) 2 spare pistol mags (belt pouch) Flashlight Handcuffs (belt pouch) Handheld radio Pen and pocket notebook Multitool * Police radio
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Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	80%		1D4-2				
(b) Medium Pistol	60%	15m	1D10				15
(c) Shotgun (shot)	80%	75m	2D8 †				5
(d) Shotgun (slug)	60%	75m	2D8 †				5
(e) Baton	50%		1D6-1				
(f) Pocket Knife	50%		1D4-1	3			
(g)							

*
*

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY													
	<table border="1" style="width:100%; border-collapse: collapse;"> <tr> <th style="width: 50%;">19. SPECIAL TRAINING</th> <th style="width: 50%;">SKILL OR STAT USED</th> </tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> </table>		19. SPECIAL TRAINING	SKILL OR STAT USED											
19. SPECIAL TRAINING	SKILL OR STAT USED														

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

* In car boot
 † Half damage beyond base range
 ‡ Damage reduced to 2D6 beyond base range

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL KOEHN, Luther		2. PROFESSION (RANK IF APPLICABLE) Police Officer		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Pea Ridge, AR		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 31 (SEP 20)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	14	70	Sturdy
	Constitution (CON)	12	60	
	Dexterity (DEX)	13	65	Agile
	Intelligence (INT)	12	60	
	Power (POW)	14	70	Forbearing
	Charisma (CHA)	10	50	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		13	
	Willpower Points (WP)		14	
Sanity Points (SAN)		70		
Breaking Point (BP)		56		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE	
		10	
		10	
		10	
	12. MOTIVATIONS AND MENTAL DISORDERS		
	13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted			

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	30	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	60	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	50
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)	50	<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	70	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)	50	<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	50	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	40	<input type="checkbox"/> Melee Weapons (30%)	70	<input type="checkbox"/> Unarmed Combat (40%)	60
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):	20	<input type="checkbox"/> Navigate (10%)	40	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	70	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	40	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	50	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	50			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	60	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=1

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

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR	
	<table style="width:100%; border: none;"> <tr> <td style="width: 50%; border: none;"> Reinforced Kevlar vest – Armour Rating 4 * Riot helmet – Armour Rating +1 Badge and ID card Pistol holster (belt) 2 spare pistol mags (belt pouch) Flashlight Handcuffs (belt pouch) Handheld radio Pen and pocket notebook Multitool * Police radio </td> <td style="width: 50%; border: none;"> * Spare ammunition * Mounted laptop computer * Driver's license scanner * Spike strips * Flares * Reflective vest to wear in traffic * Evidence bags * Traffic cones * Blood-borne pathogen kit * Fire extinguisher </td> </tr> </table>	Reinforced Kevlar vest – Armour Rating 4 * Riot helmet – Armour Rating +1 Badge and ID card Pistol holster (belt) 2 spare pistol mags (belt pouch) Flashlight Handcuffs (belt pouch) Handheld radio Pen and pocket notebook Multitool * Police radio
Reinforced Kevlar vest – Armour Rating 4 * Riot helmet – Armour Rating +1 Badge and ID card Pistol holster (belt) 2 spare pistol mags (belt pouch) Flashlight Handcuffs (belt pouch) Handheld radio Pen and pocket notebook Multitool * Police radio	* Spare ammunition * Mounted laptop computer * Driver's license scanner * Spike strips * Flares * Reflective vest to wear in traffic * Evidence bags * Traffic cones * Blood-borne pathogen kit * Fire extinguisher	

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

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	60%		1D4				
(b) Medium Pistol	60%	15m	1D10				15
(c) Light Carbine	60%	100m	1D12 †	3	10%		30
(d) Baton	70%		1D6+1				
(e) Pocket Knife	70%		1D4+1	3			
(f)							
(g)							

*

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY														
		<table border="1" style="width:100%; border-collapse: collapse; font-size: x-small;"> <tr> <th style="width: 50%;">19. SPECIAL TRAINING</th> <th style="width: 50%;">SKILL OR STAT USED</th> </tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> </table>	19. SPECIAL TRAINING	SKILL OR STAT USED												
19. SPECIAL TRAINING	SKILL OR STAT USED															

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
-------------------------	---------------------

* In car boot
 † Use Lethality rating if firing bursts

THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL BADILLA, Brynn		2. PROFESSION (RANK IF APPLICABLE) Police Officer		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Dunlawton, FL		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 40 (JUN 7)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	10	50	
	Constitution (CON)	17	85	Tough
	Dexterity (DEX)	10	50	
	Intelligence (INT)	8	40	Obtuse
	Power (POW)	14	70	Unflinching
	Charisma (CHA)	13	65	Approachable
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		14	
	Willpower Points (WP)		14	
Sanity Points (SAN)		70		
Breaking Point (BP)		56		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		13
		13
		13
12. MOTIVATIONS AND MENTAL DISORDERS		
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	30	<input type="checkbox"/> First Aid (10%)	30	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	60	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	20
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	60	<input type="checkbox"/> Search (20%)	50
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	20
	<input type="checkbox"/> Art (0%):	20	<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	50	<input type="checkbox"/> Surgery (0%)	20
	<input type="checkbox"/> Artillery (0%)	20	<input type="checkbox"/> Law (0%)	30	<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	40	<input type="checkbox"/> Melee Weapons (30%)	50	<input type="checkbox"/> Unarmed Combat (40%)	60
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	40	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	50	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)	20	<input type="checkbox"/> Persuade (20%)	40	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	30	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	50			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	40	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=0

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

THIS IS A WORK OF FICTION

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR	
	<table style="width:100%; border: none;"> <tr> <td style="width: 50%; border: none;"> Reinforced Kevlar vest - Armour Rating 4 * Riot helmet - Armour Rating +1 Badge and ID card Pistol holster (belt) 2 spare pistol mags (belt pouch) Flashlight Handcuffs (belt pouch) Handheld radio Pen and pocket notebook Multitool * Police radio </td> <td style="width: 50%; border: none;"> * Spare ammunition * Mounted laptop computer * Driver's license scanner * Spike strips * Flares * Reflective vest to wear in traffic * Evidence bags * Traffic cones * Blood-borne pathogen kit * Fire extinguisher </td> </tr> </table>	Reinforced Kevlar vest - Armour Rating 4 * Riot helmet - Armour Rating +1 Badge and ID card Pistol holster (belt) 2 spare pistol mags (belt pouch) Flashlight Handcuffs (belt pouch) Handheld radio Pen and pocket notebook Multitool * Police radio
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Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	60%		1D4-1				
(b) Medium Pistol	40%	15m	1D10				15
(c) Shotgun (shot)	60%	75m	2D8 †				5
(d) Shotgun (slug)	40%	75m	2D8 †				5
(e) Baton	50%		1D6				
(f) Pocket Knife	50%		1D4	3			
(g)							

*
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REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY													
		<table border="1" style="width:100%; border-collapse: collapse;"> <tr> <th style="width: 50%;">19. SPECIAL TRAINING</th> <th style="width: 50%;">SKILL OR STAT USED</th> </tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> </table>	19. SPECIAL TRAINING	SKILL OR STAT USED											
19. SPECIAL TRAINING	SKILL OR STAT USED														

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
-------------------------	---------------------

THIS IS A WORK OF FICTION

* In car boot
 † Half damage beyond base range
 ‡ Damage reduced to 2D6 beyond base range

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL CANTOR, Gregg		2. PROFESSION (RANK IF APPLICABLE) Police Officer		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Arlington, TN		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 54 (JAN 19)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	17	85	Huge
	Constitution (CON)	13	65	Resilient
	Dexterity (DEX)	14	70	Nimble
	Intelligence (INT)	10	50	
	Power (POW)	10	50	
	Charisma (CHA)	8	40	Standoffish
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		15	
	Willpower Points (WP)		10	
Sanity Points (SAN)		50		
Breaking Point (BP)		40		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		8
		8
		8
12. MOTIVATIONS AND MENTAL DISORDERS		
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	30	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	60	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	20
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	60	<input type="checkbox"/> Search (20%)	50
	<input type="checkbox"/> Archeology (0%)	20	<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	50	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)	20	<input type="checkbox"/> Law (0%)	50	<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	40	<input type="checkbox"/> Melee Weapons (30%)	50	<input type="checkbox"/> Unarmed Combat (40%)	60
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	40	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	50	<input type="checkbox"/> Occult (10%)	30	<input type="checkbox"/>	20
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	40	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)	20	<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):	20	<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	50			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	40	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=2

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

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR	
	<table style="width: 100%; border: none;"> <tr> <td style="width: 50%; border: none;"> Reinforced Kevlar vest – Armour Rating 4 * Riot helmet – Armour Rating +1 Badge and ID card Pistol holster (belt) 2 spare pistol mags (belt pouch) Flashlight Handcuffs (belt pouch) Handheld radio Pen and pocket notebook Multitool * Police radio </td> <td style="width: 50%; border: none;"> * Spare ammunition * Mounted laptop computer * Driver's license scanner * Spike strips * Flares * Reflective vest to wear in traffic * Evidence bags * Traffic cones * Blood-borne pathogen kit * Fire extinguisher </td> </tr> </table>	Reinforced Kevlar vest – Armour Rating 4 * Riot helmet – Armour Rating +1 Badge and ID card Pistol holster (belt) 2 spare pistol mags (belt pouch) Flashlight Handcuffs (belt pouch) Handheld radio Pen and pocket notebook Multitool * Police radio
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Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	60%		1D4+1				
(b) Medium Pistol	40%	15m	1D10				15
(c) Light Carbine	40%	100m	1D12 †	3	10%		30
(d) Baton	50%		1D6+2				
(e) Pocket Knife	50%		1D4+2	3			
(f)							
(g)							

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	<table border="1" style="width: 100%; border-collapse: collapse;"> <tr> <th style="width: 50%;">19. SPECIAL TRAINING</th> <th style="width: 50%;">SKILL OR STAT USED</th> </tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> </table>		19. SPECIAL TRAINING	SKILL OR STAT USED											
19. SPECIAL TRAINING	SKILL OR STAT USED														

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20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
-------------------------	---------------------

THIS IS A WORK OF FICTION

* In car boot
† Use Lethality rating if firing bursts

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL MARSHALL, Kathrine		2. PROFESSION (RANK IF APPLICABLE) Police Officer		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Ravendale, CA		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 39 (NOV 21)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	8	40	Puny
	Constitution (CON)	14	70	Resistant
	Dexterity (DEX)	13	65	Agile
	Intelligence (INT)	10	50	
	Power (POW)	10	50	
	Charisma (CHA)	17	85	Captivating
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		11	
	Willpower Points (WP)		10	
Sanity Points (SAN)		50		
Breaking Point (BP)		40		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE	
		17	
		17	
		17	
	12. MOTIVATIONS AND MENTAL DISORDERS		
	13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted			

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	30	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	60	<input type="checkbox"/> Forensics (0%)	20	<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	50
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)	50	<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	30	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	70	<input type="checkbox"/> Surgery (0%)	20
	<input type="checkbox"/> Artillery (0%)	20	<input type="checkbox"/> Law (0%)	50	<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	50	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	40	<input type="checkbox"/> Melee Weapons (30%)	50	<input type="checkbox"/> Unarmed Combat (40%)	60
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	60	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	50	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	40	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	50			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	40	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=-1

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

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR	
	<table style="width:100%; border: none;"> <tr> <td style="width: 50%; border: none;"> Reinforced Kevlar vest – Armour Rating 4 * Riot helmet – Armour Rating +1 Badge and ID card Pistol holster (belt) 2 spare pistol mags (belt pouch) Flashlight Handcuffs (belt pouch) Handheld radio Pen and pocket notebook Multitool * Police radio </td> <td style="width: 50%; border: none;"> * Spare ammunition * Mounted laptop computer * Driver's license scanner * Spike strips * Flares * Reflective vest to wear in traffic * Evidence bags * Traffic cones * Blood-borne pathogen kit * Fire extinguisher </td> </tr> </table>	Reinforced Kevlar vest – Armour Rating 4 * Riot helmet – Armour Rating +1 Badge and ID card Pistol holster (belt) 2 spare pistol mags (belt pouch) Flashlight Handcuffs (belt pouch) Handheld radio Pen and pocket notebook Multitool * Police radio
Reinforced Kevlar vest – Armour Rating 4 * Riot helmet – Armour Rating +1 Badge and ID card Pistol holster (belt) 2 spare pistol mags (belt pouch) Flashlight Handcuffs (belt pouch) Handheld radio Pen and pocket notebook Multitool * Police radio	* Spare ammunition * Mounted laptop computer * Driver's license scanner * Spike strips * Flares * Reflective vest to wear in traffic * Evidence bags * Traffic cones * Blood-borne pathogen kit * Fire extinguisher	

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

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	60%		1D4-2				
(b) Medium Pistol	40%	15m	1D10				15
(c) Light Pistol	40%	10m	1D8				7
(d) Shotgun (shot)	60%	75m	2D8 †				5
(e) Shotgun (slug)	40%	75m	2D8 §				5
(f) Baton	50%		1D6-1				
(g) Pocket Knife	50%		1D4-1	3			

† *
* *

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY														
		<table border="1" style="width:100%; border-collapse: collapse;"> <tr> <th style="width: 50%;">19. SPECIAL TRAINING</th> <th style="width: 50%;">SKILL OR STAT USED</th> </tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> </table>	19. SPECIAL TRAINING	SKILL OR STAT USED												
19. SPECIAL TRAINING	SKILL OR STAT USED															

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

* In car boot range
 † Ankle holster
 ‡ Half damage beyond base range
 § Damage reduced to 2D6 beyond base

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL SERVAIS, Ernie		2. PROFESSION (RANK IF APPLICABLE) Police Officer		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Stevenson, WA		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 44 (AUG 13)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	17	85	Strapping
	Constitution (CON)	10	50	
	Dexterity (DEX)	13	65	Nimble
	Intelligence (INT)	8	40	Ignorant
	Power (POW)	14	70	Unflinching
	Charisma (CHA)	10	50	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		14	
	Willpower Points (WP)		14	
Sanity Points (SAN)		70		
Breaking Point (BP)		56		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		10
		10
		10
12. MOTIVATIONS AND MENTAL DISORDERS		
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	30	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	60	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	60	<input type="checkbox"/> Search (20%)	50
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	30
			<input type="checkbox"/> HUMINT (10%)	50	<input type="checkbox"/> Surgery (0%)	20
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)	30	<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	60	<input type="checkbox"/> Melee Weapons (30%)	50	<input type="checkbox"/> Unarmed Combat (40%)	60
	<input type="checkbox"/> Computer Science (0%)	20	<input type="checkbox"/> Military Science (0%):	20	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	60	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	50	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	40	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):	20	<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	50			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	40	<input type="checkbox"/> Psychotherapy (10%)	30	<input type="checkbox"/>	

DB=2

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

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR	
	<table style="width: 100%; border: none;"> <tr> <td style="width: 50%; border: none;"> Reinforced Kevlar vest - Armour Rating 4 * Riot helmet - Armour Rating +1 Badge and ID card Pistol holster (belt) 2 spare pistol mags (belt pouch) Flashlight Handcuffs (belt pouch) Handheld radio Pen and pocket notebook Multitool * Police radio </td> <td style="width: 50%; border: none;"> * Spare ammunition * Mounted laptop computer * Driver's license scanner * Spike strips * Flares * Reflective vest to wear in traffic * Evidence bags * Traffic cones * Blood-borne pathogen kit * Fire extinguisher </td> </tr> </table>	Reinforced Kevlar vest - Armour Rating 4 * Riot helmet - Armour Rating +1 Badge and ID card Pistol holster (belt) 2 spare pistol mags (belt pouch) Flashlight Handcuffs (belt pouch) Handheld radio Pen and pocket notebook Multitool * Police radio
Reinforced Kevlar vest - Armour Rating 4 * Riot helmet - Armour Rating +1 Badge and ID card Pistol holster (belt) 2 spare pistol mags (belt pouch) Flashlight Handcuffs (belt pouch) Handheld radio Pen and pocket notebook Multitool * Police radio	* Spare ammunition * Mounted laptop computer * Driver's license scanner * Spike strips * Flares * Reflective vest to wear in traffic * Evidence bags * Traffic cones * Blood-borne pathogen kit * Fire extinguisher	

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

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	60%		1D4+1				
(b) Medium Pistol	40%	15m	1D10				15
(c) Light Carbine	40%	100m	1D12 †	3	10%		30
(d) Baton	50%		1D6+2				
(e) Pocket Knife	50%		1D4+2	3			
(f)							
(g)							

*

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY													
	<table border="1" style="width: 100%; border-collapse: collapse;"> <tr> <th style="width: 50%;">19. SPECIAL TRAINING</th> <th style="width: 50%;">SKILL OR STAT USED</th> </tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> </table>		19. SPECIAL TRAINING	SKILL OR STAT USED											
19. SPECIAL TRAINING	SKILL OR STAT USED														

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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* In car boot
† Use Lethality rating if firing bursts

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DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL CHEUNG, Jaimie		2. PROFESSION (RANK IF APPLICABLE) Police Officer		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Holland, MI		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 31 (FEB 27)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	11	55	
	Constitution (CON)	13	65	Perfect health
	Dexterity (DEX)	13	65	Nimble
	Intelligence (INT)	11	55	
	Power (POW)	12	60	
	Charisma (CHA)	12	60	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		12	
	Willpower Points (WP)		12	
Sanity Points (SAN)		60		
Breaking Point (BP)		48		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		12
		12
		12
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	30	<input type="checkbox"/> Ride (10%)	80
	<input type="checkbox"/> Alertness (20%)	60	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	20
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	50
	<input type="checkbox"/> Archeology (0%)	20	<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	20
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	50	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)	30	<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	50	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	40	<input type="checkbox"/> Melee Weapons (30%)	50	<input type="checkbox"/> Unarmed Combat (40%)	60
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	40	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	70	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	60	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	50	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	50			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	40	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=0

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

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR	
	<table style="width:100%; border: none;"> <tr> <td style="width: 50%; border: none;"> Reinforced Kevlar vest – Armour Rating 4 * Riot helmet – Armour Rating +1 Badge and ID card Pistol holster (belt) 2 spare pistol mags (belt pouch) Flashlight Handcuffs (belt pouch) Handheld radio Pen and pocket notebook Multitool * Police radio </td> <td style="width: 50%; border: none;"> * Spare ammunition * Mounted laptop computer * Driver's license scanner * Spike strips * Flares * Reflective vest to wear in traffic * Evidence bags * Traffic cones * Blood-borne pathogen kit * Fire extinguisher </td> </tr> </table>	Reinforced Kevlar vest – Armour Rating 4 * Riot helmet – Armour Rating +1 Badge and ID card Pistol holster (belt) 2 spare pistol mags (belt pouch) Flashlight Handcuffs (belt pouch) Handheld radio Pen and pocket notebook Multitool * Police radio
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Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	60%		1D4-1				
(b) Medium Pistol	40%	15m	1D10				15
(c) Light Pistol	40%	10m	1D8				7
(d) Shotgun (shot)	60%	75m	2D8 †				5
(e) Shotgun (slug)	40%	75m	2D8 §				5
(f) Baton	50%		1D6				
(g) Pocket Knife	50%		1D4	3			

†
*
*

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY													
		<table border="1" style="width:100%; border-collapse: collapse;"> <tr> <th style="width: 50%;">19. SPECIAL TRAINING</th> <th style="width: 50%;">SKILL OR STAT USED</th> </tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> </table>	19. SPECIAL TRAINING	SKILL OR STAT USED											
19. SPECIAL TRAINING	SKILL OR STAT USED														

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20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

* In car boot range
 † Ankle holster
 ‡ Half damage beyond base range
 § Damage reduced to 2D6 beyond base

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL POINTER, Darren		2. PROFESSION (RANK IF APPLICABLE) Police Officer		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Summerfield, KS		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 35 (NOV 18)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES	PSYCHOLOGICAL DATA	11. BONDS	SCORE	
	Strength (STR)	11	55				14	
	Constitution (CON)	15	75	Robust			14	
	Dexterity (DEX)	12	60				14	
	Intelligence (INT)	10	50					
	Power (POW)	10	50					
	Charisma (CHA)	14	70	Affable				
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT		12. MOTIVATIONS AND MENTAL DISORDERS		
	Hit Points (HP)		13					
	Willpower Points (WP)		10					
Sanity Points (SAN)		50						
Breaking Point (BP)		40						
10. PHYSICAL DESCRIPTION					13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE			
					Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted			

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	30	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	60	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	20
	<input type="checkbox"/> Anthropology (0%)	20	<input type="checkbox"/> Heavy Machinery (10%)	60	<input type="checkbox"/> Search (20%)	50
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	30	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	50	<input type="checkbox"/> Surgery (0%)	20
	<input type="checkbox"/> Artillery (0%)	20	<input type="checkbox"/> Law (0%)	30	<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	40	<input type="checkbox"/> Melee Weapons (30%)	50	<input type="checkbox"/> Unarmed Combat (40%)	60
	<input type="checkbox"/> Computer Science (0%)	20	<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	40	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	70	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	40	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	50	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	50			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	40	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=0

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

THIS IS A WORK OF FICTION

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR	
	<table style="width:100%; border: none;"> <tr> <td style="width: 50%; border: none;"> Reinforced Kevlar vest – Armour Rating 4 * Riot helmet – Armour Rating +1 Badge and ID card Pistol holster (belt) 2 spare pistol mags (belt pouch) Flashlight Handcuffs (belt pouch) Handheld radio Pen and pocket notebook Multitool * Police radio </td> <td style="width: 50%; border: none;"> * Spare ammunition * Mounted laptop computer * Driver's license scanner * Spike strips * Flares * Reflective vest to wear in traffic * Evidence bags * Traffic cones * Blood-borne pathogen kit * Fire extinguisher </td> </tr> </table>	Reinforced Kevlar vest – Armour Rating 4 * Riot helmet – Armour Rating +1 Badge and ID card Pistol holster (belt) 2 spare pistol mags (belt pouch) Flashlight Handcuffs (belt pouch) Handheld radio Pen and pocket notebook Multitool * Police radio
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Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	60%		1D4-1				
(b) Medium Pistol	40%	15m	1D10				15
(c) Light Pistol	40%	10m	1D8				7
(d) Shotgun (shot)	60%	75m	2D8 †				5
(e) Shotgun (slug)	40%	75m	2D8 §				5
(f) Baton	50%		1D6				
(g) Pocket Knife	50%		1D4	3			

† *
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REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY													
		<table border="1" style="width:100%; border-collapse: collapse;"> <tr> <th style="width: 50%;">19. SPECIAL TRAINING</th> <th style="width: 50%;">SKILL OR STAT USED</th> </tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> </table>	19. SPECIAL TRAINING	SKILL OR STAT USED											
19. SPECIAL TRAINING	SKILL OR STAT USED														

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20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

* In car boot range
 † Ankle holster
 ‡ Half damage beyond base range
 § Damage reduced to 2D6 beyond base

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL ENTWISTLE, Cameron		2. PROFESSION (RANK IF APPLICABLE) Police Officer		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Marion, ND		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 32 (APR 23)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	13	65	Muscular
	Constitution (CON)	17	85	Tough
	Dexterity (DEX)	10	50	
	Intelligence (INT)	14	70	Sharp
	Power (POW)	10	50	
	Charisma (CHA)	8	40	Silent
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		15	
	Willpower Points (WP)		10	
Sanity Points (SAN)		50		
Breaking Point (BP)		40		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		8
		8
		8
12. MOTIVATIONS AND MENTAL DISORDERS		
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	30	<input type="checkbox"/> First Aid (10%)	30	<input type="checkbox"/> Ride (10%)	60
	<input type="checkbox"/> Alertness (20%)	80	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	50
	<input type="checkbox"/> Archeology (0%)	20	<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	70	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)	30	<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)	20	<input type="checkbox"/> Swim (20%)	40
	<input type="checkbox"/> Bureaucracy (10%)	40	<input type="checkbox"/> Melee Weapons (30%)	50	<input type="checkbox"/> Unarmed Combat (40%)	60
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	40	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	50	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	40	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)	20	<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	50			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	60	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=1

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

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR	
	<table style="width: 100%; border: none;"> <tr> <td style="width: 50%; border: none;"> Reinforced Kevlar vest - Armour Rating 4 * Riot helmet - Armour Rating +1 Badge and ID card Pistol holster (belt) 2 spare pistol mags (belt pouch) Flashlight Handcuffs (belt pouch) Handheld radio Pen and pocket notebook Multitool * Police radio </td> <td style="width: 50%; border: none;"> * Spare ammunition * Mounted laptop computer * Driver's license scanner * Spike strips * Flares * Reflective vest to wear in traffic * Evidence bags * Traffic cones * Blood-borne pathogen kit * Fire extinguisher </td> </tr> </table>	Reinforced Kevlar vest - Armour Rating 4 * Riot helmet - Armour Rating +1 Badge and ID card Pistol holster (belt) 2 spare pistol mags (belt pouch) Flashlight Handcuffs (belt pouch) Handheld radio Pen and pocket notebook Multitool * Police radio
Reinforced Kevlar vest - Armour Rating 4 * Riot helmet - Armour Rating +1 Badge and ID card Pistol holster (belt) 2 spare pistol mags (belt pouch) Flashlight Handcuffs (belt pouch) Handheld radio Pen and pocket notebook Multitool * Police radio	* Spare ammunition * Mounted laptop computer * Driver's license scanner * Spike strips * Flares * Reflective vest to wear in traffic * Evidence bags * Traffic cones * Blood-borne pathogen kit * Fire extinguisher	

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

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	60%		1D4				
(b) Medium Pistol	60%	15m	1D10				15
(c) Light Pistol	60%	10m	1D8				7
(d) Light Carbine	60%	100m	1D12 †	3	10%		30
(e) Baton	50%		1D6+1				
(f) Pocket Knife	50%		1D4+1	3			
(g)							

†
*

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY													
	<table border="1" style="width: 100%; border-collapse: collapse;"> <tr> <th style="width: 50%;">19. SPECIAL TRAINING</th> <th style="width: 50%;">SKILL OR STAT USED</th> </tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> </table>		19. SPECIAL TRAINING	SKILL OR STAT USED											
19. SPECIAL TRAINING	SKILL OR STAT USED														

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

* In car boot
 † Ankle holster
 ‡ Use Lethality rating if firing bursts

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL WENTZEL, Raul		2. PROFESSION (RANK IF APPLICABLE) Police Officer		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Lesage, WV		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 42 (FEB 3)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	14	70	Brawny
	Constitution (CON)	15	75	Resilient
	Dexterity (DEX)	18	90	Acrobatic
	Intelligence (INT)	14	70	Perceptive
	Power (POW)	8	40	Gloomy
	Charisma (CHA)	11	55	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		14	
	Willpower Points (WP)		8	
Sanity Points (SAN)		40		
Breaking Point (BP)		32		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		11
		11
		11
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	30	<input type="checkbox"/> First Aid (10%)	30	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	60	<input type="checkbox"/> Forensics (0%)	50	<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	50
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	20
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	50	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)	30	<input type="checkbox"/> Survival (10%)	30
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)	20	<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	40	<input type="checkbox"/> Melee Weapons (30%)	50	<input type="checkbox"/> Unarmed Combat (40%)	60
	<input type="checkbox"/> Computer Science (0%)	20	<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	40	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	50	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	60	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	50	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	70			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	40	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=1

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

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR	
	<table style="width:100%; border: none;"> <tr> <td style="width: 50%; border: none;"> Reinforced Kevlar vest - Armour Rating 4 * Riot helmet - Armour Rating +1 Badge and ID card Pistol holster (belt) 2 spare pistol mags (belt pouch) Flashlight Handcuffs (belt pouch) Handheld radio Pen and pocket notebook Multitool * Police radio </td> <td style="width: 50%; border: none;"> * Spare ammunition * Mounted laptop computer * Driver's license scanner * Spike strips * Flares * Reflective vest to wear in traffic * Evidence bags * Traffic cones * Blood-borne pathogen kit * Fire extinguisher </td> </tr> </table>	Reinforced Kevlar vest - Armour Rating 4 * Riot helmet - Armour Rating +1 Badge and ID card Pistol holster (belt) 2 spare pistol mags (belt pouch) Flashlight Handcuffs (belt pouch) Handheld radio Pen and pocket notebook Multitool * Police radio
Reinforced Kevlar vest - Armour Rating 4 * Riot helmet - Armour Rating +1 Badge and ID card Pistol holster (belt) 2 spare pistol mags (belt pouch) Flashlight Handcuffs (belt pouch) Handheld radio Pen and pocket notebook Multitool * Police radio	* Spare ammunition * Mounted laptop computer * Driver's license scanner * Spike strips * Flares * Reflective vest to wear in traffic * Evidence bags * Traffic cones * Blood-borne pathogen kit * Fire extinguisher	

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

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	60%		1D4				
(b) Medium Pistol	40%	15m	1D10				15
(c) Light Carbine	40%	100m	1D12 †	3	10%		30
(d) Baton	50%		1D6+1				
(e) Pocket Knife	50%		1D4+1	3			
(f)							
(g)							

*

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY													
		<table border="1" style="width:100%; border-collapse: collapse;"> <tr> <th style="width: 50%;">19. SPECIAL TRAINING</th> <th style="width: 50%;">SKILL OR STAT USED</th> </tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> </table>	19. SPECIAL TRAINING	SKILL OR STAT USED											
19. SPECIAL TRAINING	SKILL OR STAT USED														

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
-------------------------	---------------------

THIS IS A WORK OF FICTION

* In car boot
† Use Lethality rating if firing bursts

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL BURGE, Roxanna		2. PROFESSION (RANK IF APPLICABLE) Police Officer		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Academy, SD		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 42 (JUN 28)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	10	50	
	Constitution (CON)	12	60	
	Dexterity (DEX)	11	55	
	Intelligence (INT)	9	45	
	Power (POW)	13	65	Calm
	Charisma (CHA)	10	50	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		11	
	Willpower Points (WP)		13	
Sanity Points (SAN)		65		
Breaking Point (BP)		52		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		10
		10
		10
12. MOTIVATIONS AND MENTAL DISORDERS		
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	30	<input type="checkbox"/> Ride (10%)	80
	<input type="checkbox"/> Alertness (20%)	60	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	50
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):	20	<input type="checkbox"/> History (10%)	30	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	50	<input type="checkbox"/> Surgery (0%)	20
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)	30	<input type="checkbox"/> Survival (10%)	30
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)	20	<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	40	<input type="checkbox"/> Melee Weapons (30%)	50	<input type="checkbox"/> Unarmed Combat (40%)	80
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	40	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	50	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	40	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)	20	<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	50			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	40	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=0

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

THIS IS A WORK OF FICTION

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR Reinforced Kevlar vest - Armour Rating 4 * Riot helmet - Armour Rating +1 Badge and ID card Pistol holster (belt) 2 spare pistol mags (belt pouch) Flashlight Handcuffs (belt pouch) Handheld radio Pen and pocket notebook Multitool * Police radio	* Spare ammunition * Mounted laptop computer * Driver's license scanner * Spike strips * Flares * Reflective vest to wear in traffic * Evidence bags * Traffic cones * Blood-borne pathogen kit * Fire extinguisher
	Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.	

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	80%		1D4-1				
(b) Medium Pistol	40%	15m	1D10				15
(c) Light Pistol	40%	10m	1D8				7
(d) Shotgun (shot)	60%	75m	2D8 †				5
(e) Shotgun (slug)	40%	75m	2D8 §				5
(f) Baton	50%		1D6				
(g) Pocket Knife	50%		1D4	3			

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY													
		<table border="1" style="width:100%; border-collapse: collapse;"> <thead> <tr> <th style="width:50%;">19. SPECIAL TRAINING</th> <th style="width:50%;">SKILL OR STAT USED</th> </tr> </thead> <tbody> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> </tbody> </table>	19. SPECIAL TRAINING	SKILL OR STAT USED											
19. SPECIAL TRAINING	SKILL OR STAT USED														

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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* In car boot range
 † Ankle holster
 ‡ Half damage beyond base range
 § Damage reduced to 2D6 beyond base

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL VANDERGRIFF, Jermaine		2. PROFESSION (RANK IF APPLICABLE) Police Officer		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Davenport, VA		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 38 (SEP 11)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	8	40	Weak
	Constitution (CON)	13	65	Perfect health
	Dexterity (DEX)	15	75	Lithe
	Intelligence (INT)	14	70	Canny
	Power (POW)	14	70	Forbearing
	Charisma (CHA)	7	35	Standoffish
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		10	
	Willpower Points (WP)		14	
Sanity Points (SAN)		70		
Breaking Point (BP)		56		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		7
		7
		7
12. MOTIVATIONS AND MENTAL DISORDERS		
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	30	<input type="checkbox"/> Ride (10%)	60
	<input type="checkbox"/> Alertness (20%)	60	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	20
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	70
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	70	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)	50	<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	50	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	40	<input type="checkbox"/> Melee Weapons (30%)	50	<input type="checkbox"/> Unarmed Combat (40%)	80
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	40	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	50	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	40	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):	20	<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	50			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	40	<input type="checkbox"/> Psychotherapy (10%)	30	<input type="checkbox"/>	

DB=-1

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

THIS IS A WORK OF FICTION

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR	
	<table style="width: 100%; border: none;"> <tr> <td style="width: 50%; border: none;"> Reinforced Kevlar vest - Armour Rating 4 * Riot helmet - Armour Rating +1 Badge and ID card Pistol holster (belt) 2 spare pistol mags (belt pouch) Flashlight Handcuffs (belt pouch) Handheld radio Pen and pocket notebook Multitool * Police radio </td> <td style="width: 50%; border: none;"> * Spare ammunition * Mounted laptop computer * Driver's license scanner * Spike strips * Flares * Reflective vest to wear in traffic * Evidence bags * Traffic cones * Blood-borne pathogen kit * Fire extinguisher </td> </tr> </table>	Reinforced Kevlar vest - Armour Rating 4 * Riot helmet - Armour Rating +1 Badge and ID card Pistol holster (belt) 2 spare pistol mags (belt pouch) Flashlight Handcuffs (belt pouch) Handheld radio Pen and pocket notebook Multitool * Police radio
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Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	80%		1D4-2				
(b) Medium Pistol	40%	15m	1D10				15
(c) Shotgun (shot)	60%	75m	2D8 †				5
(d) Shotgun (slug)	40%	75m	2D8 †				5
(e) Baton	50%		1D6-1				
(f) Pocket Knife	50%		1D4-1	3			
(g)							

*
*

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY													
	<table border="1" style="width: 100%; border-collapse: collapse;"> <tr> <th style="width: 50%;">19. SPECIAL TRAINING</th> <th style="width: 50%;">SKILL OR STAT USED</th> </tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> </table>		19. SPECIAL TRAINING	SKILL OR STAT USED											
19. SPECIAL TRAINING	SKILL OR STAT USED														

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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* In car boot
 † Half damage beyond base range
 ‡ Damage reduced to 2D6 beyond base range

THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL BALAS, Aisha		2. PROFESSION (RANK IF APPLICABLE) Police Officer		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) San Antonio, TX		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 45 (DEC 11)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	14	70	Brawny
	Constitution (CON)	10	50	
	Dexterity (DEX)	10	50	
	Intelligence (INT)	8	40	Shallow
	Power (POW)	17	85	Imperturbable
	Charisma (CHA)	13	65	Likable
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		12	
	Willpower Points (WP)		17	
Sanity Points (SAN)		85		
Breaking Point (BP)		68		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		13
		13
		13
12. MOTIVATIONS AND MENTAL DISORDERS		
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	30	<input type="checkbox"/> First Aid (10%)	30	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	60	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	60	<input type="checkbox"/> Search (20%)	50
	<input type="checkbox"/> Archeology (0%)	20	<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	30	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	50	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)	30	<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	40	<input type="checkbox"/> Melee Weapons (30%)	50	<input type="checkbox"/> Unarmed Combat (40%)	60
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):	20	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):	20	<input type="checkbox"/> Navigate (10%)	60	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	50	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	40	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	30	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	50	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	50			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	40	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=1

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

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR	
	<table style="width:100%; border: none;"> <tr> <td style="width: 50%; border: none;"> Reinforced Kevlar vest - Armour Rating 4 * Riot helmet - Armour Rating +1 Badge and ID card Pistol holster (belt) 2 spare pistol mags (belt pouch) Flashlight Handcuffs (belt pouch) Handheld radio Pen and pocket notebook Multitool * Police radio </td> <td style="width: 50%; border: none;"> * Spare ammunition * Mounted laptop computer * Driver's license scanner * Spike strips * Flares * Reflective vest to wear in traffic * Evidence bags * Traffic cones * Blood-borne pathogen kit * Fire extinguisher </td> </tr> </table>	Reinforced Kevlar vest - Armour Rating 4 * Riot helmet - Armour Rating +1 Badge and ID card Pistol holster (belt) 2 spare pistol mags (belt pouch) Flashlight Handcuffs (belt pouch) Handheld radio Pen and pocket notebook Multitool * Police radio
Reinforced Kevlar vest - Armour Rating 4 * Riot helmet - Armour Rating +1 Badge and ID card Pistol holster (belt) 2 spare pistol mags (belt pouch) Flashlight Handcuffs (belt pouch) Handheld radio Pen and pocket notebook Multitool * Police radio	* Spare ammunition * Mounted laptop computer * Driver's license scanner * Spike strips * Flares * Reflective vest to wear in traffic * Evidence bags * Traffic cones * Blood-borne pathogen kit * Fire extinguisher	

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

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	60%		1D4				
(b) Medium Pistol	40%	15m	1D10				15
(c) Light Pistol	40%	10m	1D8				7
(d) Light Carbine	40%	100m	1D12 †	3	10%		30
(e) Baton	50%		1D6+1				
(f) Pocket Knife	50%		1D4+1	3			
(g)							

†
*

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY													
		<table border="1" style="width:100%; border-collapse: collapse;"> <tr> <th style="width: 50%;">19. SPECIAL TRAINING</th> <th style="width: 50%;">SKILL OR STAT USED</th> </tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> </table>	19. SPECIAL TRAINING	SKILL OR STAT USED											
19. SPECIAL TRAINING	SKILL OR STAT USED														

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

* In car boot
 † Ankle holster
 ‡ Use Lethality rating if firing bursts

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL PECORA, Nicholas		2. PROFESSION (RANK IF APPLICABLE) Police Officer		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Grenada, MS		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 49 (MAR 10)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	11	55	
	Constitution (CON)	11	55	
	Dexterity (DEX)	11	55	
	Intelligence (INT)	12	60	
	Power (POW)	16	80	Brave
	Charisma (CHA)	12	60	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		11	
	Willpower Points (WP)		16	
Sanity Points (SAN)		80		
Breaking Point (BP)		64		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		12
		12
		12
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	30	<input type="checkbox"/> Ride (10%)	60
	<input type="checkbox"/> Alertness (20%)	60	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	20
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	50
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	20
	<input type="checkbox"/> Art (0%):	20	<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	50	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)	30	<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)	20	<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	40	<input type="checkbox"/> Melee Weapons (30%)	50	<input type="checkbox"/> Unarmed Combat (40%)	60
	<input type="checkbox"/> Computer Science (0%)	20	<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	40	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	50	<input type="checkbox"/> Occult (10%)	30	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	40	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	50	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	50			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	40	<input type="checkbox"/> Psychotherapy (10%)	30	<input type="checkbox"/>	

DB=0

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

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR	
	<table style="width:100%; border: none;"> <tr> <td style="width: 50%; border: none;"> Reinforced Kevlar vest - Armour Rating 4 * Riot helmet - Armour Rating +1 Badge and ID card Pistol holster (belt) 2 spare pistol mags (belt pouch) Flashlight Handcuffs (belt pouch) Handheld radio Pen and pocket notebook Multitool * Police radio </td> <td style="width: 50%; border: none;"> * Spare ammunition * Mounted laptop computer * Driver's license scanner * Spike strips * Flares * Reflective vest to wear in traffic * Evidence bags * Traffic cones * Blood-borne pathogen kit * Fire extinguisher </td> </tr> </table>	Reinforced Kevlar vest - Armour Rating 4 * Riot helmet - Armour Rating +1 Badge and ID card Pistol holster (belt) 2 spare pistol mags (belt pouch) Flashlight Handcuffs (belt pouch) Handheld radio Pen and pocket notebook Multitool * Police radio
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Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	60%		1D4-1				
(b) Medium Pistol	40%	15m	1D10				15
(c) Shotgun (shot)	60%	75m	2D8 †				5
(d) Shotgun (slug)	40%	75m	2D8 †				5
(e) Baton	50%		1D6				
(f) Pocket Knife	50%		1D4	3			
(g)							

*
*

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY													
		<table border="1" style="width:100%; border-collapse: collapse;"> <tr> <th style="width: 50%;">19. SPECIAL TRAINING</th> <th style="width: 50%;">SKILL OR STAT USED</th> </tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> </table>	19. SPECIAL TRAINING	SKILL OR STAT USED											
19. SPECIAL TRAINING	SKILL OR STAT USED														

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
-------------------------	---------------------

THIS IS A WORK OF FICTION

* In car boot
 † Half damage beyond base range
 ‡ Damage reduced to 2D6 beyond base range

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL CHANCY, Andria		2. PROFESSION (RANK IF APPLICABLE) Police Officer		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Blythedale, MO		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 35 (APR 28)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	8	40	Puny
	Constitution (CON)	10	50	
	Dexterity (DEX)	10	50	
	Intelligence (INT)	17	85	Genius
	Power (POW)	13	65	Brave
	Charisma (CHA)	14	70	Approachable
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		9	
	Willpower Points (WP)		13	
Sanity Points (SAN)		65		
Breaking Point (BP)		52		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		14
		14
		14
12. MOTIVATIONS AND MENTAL DISORDERS		
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	30	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	60	<input type="checkbox"/> Forensics (0%)	50	<input type="checkbox"/> Science (0%):	20
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	50
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):	20	<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	50	<input type="checkbox"/> Surgery (0%)	20
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)	50	<input type="checkbox"/> Survival (10%)	30
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	40	<input type="checkbox"/> Melee Weapons (30%)	50	<input type="checkbox"/> Unarmed Combat (40%)	60
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):	20	<input type="checkbox"/> Navigate (10%)	40	Foreign Languages and Other Skills:	
			<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Criminology (10%)	70	<input type="checkbox"/> Persuade (20%)	40	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pilot (0%):	20	<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30			<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	50	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	40			<input type="checkbox"/>	

DB=-1

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

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR	
	<table style="width:100%; border: none;"> <tr> <td style="width: 50%; border: none;"> Reinforced Kevlar vest - Armour Rating 4 * Riot helmet - Armour Rating +1 Badge and ID card Pistol holster (belt) 2 spare pistol mags (belt pouch) Flashlight Handcuffs (belt pouch) Handheld radio Pen and pocket notebook Multitool * Police radio </td> <td style="width: 50%; border: none;"> * Spare ammunition * Mounted laptop computer * Driver's license scanner * Spike strips * Flares * Reflective vest to wear in traffic * Evidence bags * Traffic cones * Blood-borne pathogen kit * Fire extinguisher </td> </tr> </table>	Reinforced Kevlar vest - Armour Rating 4 * Riot helmet - Armour Rating +1 Badge and ID card Pistol holster (belt) 2 spare pistol mags (belt pouch) Flashlight Handcuffs (belt pouch) Handheld radio Pen and pocket notebook Multitool * Police radio
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Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	60%		1D4-2				
(b) Medium Pistol	40%	15m	1D10				15
(c) Light Pistol	40%	10m	1D8				7
(d) Light Carbine	40%	100m	1D12 †	3	10%		30
(e) Baton	50%		1D6-1				
(f) Pocket Knife	50%		1D4-1	3			
(g)							

† *

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY													
	<table border="1" style="width:100%; border-collapse: collapse;"> <thead> <tr> <th style="width: 50%;">19. SPECIAL TRAINING</th> <th style="width: 50%;">SKILL OR STAT USED</th> </tr> </thead> <tbody> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> </tbody> </table>		19. SPECIAL TRAINING	SKILL OR STAT USED											
19. SPECIAL TRAINING	SKILL OR STAT USED														

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
-------------------------	---------------------

THIS IS A WORK OF FICTION

* In car boot
† Ankle holster
‡ Use Lethality rating if firing bursts

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL ARMBRUSTER, Nathanael		2. PROFESSION (RANK IF APPLICABLE) Police Officer		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Lake Bluff, IL		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 48 (MAR 15)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	10	50	
	Constitution (CON)	17	85	Indefatigable
	Dexterity (DEX)	8	40	Uncoordinated
	Intelligence (INT)	13	65	Ingenious
	Power (POW)	14	70	Strong-willed
	Charisma (CHA)	10	50	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		14	
	Willpower Points (WP)		14	
Sanity Points (SAN)		70		
Breaking Point (BP)		56		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		10
		10
		10
12. MOTIVATIONS AND MENTAL DISORDERS		
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	30	<input type="checkbox"/> First Aid (10%)	30	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	80	<input type="checkbox"/> Forensics (0%)	50	<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	50
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	30
			<input type="checkbox"/> HUMINT (10%)	50	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)	20	<input type="checkbox"/> Law (0%)	30	<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	40	<input type="checkbox"/> Melee Weapons (30%)	50	<input type="checkbox"/> Unarmed Combat (40%)	80
	<input type="checkbox"/> Computer Science (0%)	20	<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	40	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	50	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	20
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	40	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	50			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	40	<input type="checkbox"/> Psychotherapy (10%)	30	<input type="checkbox"/>	

DB=0

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THIS IS A WORK OF FICTION

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR	
	<table style="width:100%; border:none;"> <tr> <td style="width:50%; border:none;"> Reinforced Kevlar vest – Armour Rating 4 * Riot helmet – Armour Rating +1 Badge and ID card Pistol holster (belt) 2 spare pistol mags (belt pouch) Flashlight Handcuffs (belt pouch) Handheld radio Pen and pocket notebook Multitool * Police radio </td> <td style="width:50%; border:none;"> * Spare ammunition * Mounted laptop computer * Driver's license scanner * Spike strips * Flares * Reflective vest to wear in traffic * Evidence bags * Traffic cones * Blood-borne pathogen kit * Fire extinguisher </td> </tr> </table>	Reinforced Kevlar vest – Armour Rating 4 * Riot helmet – Armour Rating +1 Badge and ID card Pistol holster (belt) 2 spare pistol mags (belt pouch) Flashlight Handcuffs (belt pouch) Handheld radio Pen and pocket notebook Multitool * Police radio
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Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	80%		1D4-1				
(b) Medium Pistol	40%	15m	1D10				15
(c) Light Carbine	40%	100m	1D12 †	3	10%		30
(d) Baton	50%		1D6				
(e) Pocket Knife	50%		1D4	3			
(f)							
(g)							

*

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY													
		<table border="1" style="width:100%; border-collapse: collapse; font-size: x-small;"> <tr> <th style="width:60%;">19. SPECIAL TRAINING</th> <th style="width:40%;">SKILL OR STAT USED</th> </tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> </table>	19. SPECIAL TRAINING	SKILL OR STAT USED											
19. SPECIAL TRAINING	SKILL OR STAT USED														

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
-------------------------	---------------------

* In car boot
† Use Lethality rating if firing bursts

THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL BRINKERHOFF, Arianna		2. PROFESSION (RANK IF APPLICABLE) Police Officer		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Somes Bar, CA		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 32 (NOV 24)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	14	70	Brawny
	Constitution (CON)	10	50	
	Dexterity (DEX)	8	40	Ungainly
	Intelligence (INT)	10	50	
	Power (POW)	13	65	Forbearing
	Charisma (CHA)	17	85	Irresistible
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		12	
	Willpower Points (WP)		13	
Sanity Points (SAN)		65		
Breaking Point (BP)		52		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE	
		17	
		17	
		17	
	12. MOTIVATIONS AND MENTAL DISORDERS		
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE			
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted			

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	30	<input type="checkbox"/> First Aid (10%)	50	<input type="checkbox"/> Ride (10%)	60
	<input type="checkbox"/> Alertness (20%)	80	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	20
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	70
	<input type="checkbox"/> Archeology (0%)	20	<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	50	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)	30	<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	40	<input type="checkbox"/> Melee Weapons (30%)	50	<input type="checkbox"/> Unarmed Combat (40%)	60
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):	20	<input type="checkbox"/> Navigate (10%)	40	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	50	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	40	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)	20	<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	50			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	40	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=1

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

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR	
	<table style="width:100%; border: none;"> <tr> <td style="width: 50%; border: none;"> Reinforced Kevlar vest – Armour Rating 4 * Riot helmet – Armour Rating +1 Badge and ID card Pistol holster (belt) 2 spare pistol mags (belt pouch) Flashlight Handcuffs (belt pouch) Handheld radio Pen and pocket notebook Multitool * Police radio </td> <td style="width: 50%; border: none;"> * Spare ammunition * Mounted laptop computer * Driver's license scanner * Spike strips * Flares * Reflective vest to wear in traffic * Evidence bags * Traffic cones * Blood-borne pathogen kit * Fire extinguisher </td> </tr> </table>	Reinforced Kevlar vest – Armour Rating 4 * Riot helmet – Armour Rating +1 Badge and ID card Pistol holster (belt) 2 spare pistol mags (belt pouch) Flashlight Handcuffs (belt pouch) Handheld radio Pen and pocket notebook Multitool * Police radio
Reinforced Kevlar vest – Armour Rating 4 * Riot helmet – Armour Rating +1 Badge and ID card Pistol holster (belt) 2 spare pistol mags (belt pouch) Flashlight Handcuffs (belt pouch) Handheld radio Pen and pocket notebook Multitool * Police radio	* Spare ammunition * Mounted laptop computer * Driver's license scanner * Spike strips * Flares * Reflective vest to wear in traffic * Evidence bags * Traffic cones * Blood-borne pathogen kit * Fire extinguisher	

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

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	60%		1D4				
(b) Medium Pistol	40%	15m	1D10				15
(c) Light Carbine	40%	100m	1D12 †	3	10%		30
(d) Baton	50%		1D6+1				
(e) Pocket Knife	50%		1D4+1	3			
(f)							
(g)							

*

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY													
		<table border="1" style="width:100%; border-collapse: collapse; font-size: x-small;"> <tr> <th style="width: 50%;">19. SPECIAL TRAINING</th> <th style="width: 50%;">SKILL OR STAT USED</th> </tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> </table>	19. SPECIAL TRAINING	SKILL OR STAT USED											
19. SPECIAL TRAINING	SKILL OR STAT USED														

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
-------------------------	---------------------

THIS IS A WORK OF FICTION

* In car boot
† Use Lethality rating if firing bursts

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL ELAM, Cullen		2. PROFESSION (RANK IF APPLICABLE) Police Officer		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Sheridan, MT		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 32 (JUN 3)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	12	60	
	Constitution (CON)	13	65	Resilient
	Dexterity (DEX)	13	65	Lite
	Intelligence (INT)	11	55	
	Power (POW)	12	60	
	Charisma (CHA)	11	55	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		12	
	Willpower Points (WP)		12	
Sanity Points (SAN)		60		
Breaking Point (BP)		48		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS		SCORE
			11
			11
			11
	12. MOTIVATIONS AND MENTAL DISORDERS		
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE			
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted			

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	30	<input type="checkbox"/> Ride (10%)	30
	<input type="checkbox"/> Alertness (20%)	60	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	70
	<input type="checkbox"/> Archeology (0%)	20	<input type="checkbox"/> Heavy Weapons (0%)	50	<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	50	<input type="checkbox"/> Surgery (0%)	20
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)	50	<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	50	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	60	<input type="checkbox"/> Melee Weapons (30%)	50	<input type="checkbox"/> Unarmed Combat (40%)	60
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	40	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	50	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	40	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	30	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	50			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	40	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=0

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

THIS IS A WORK OF FICTION

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR	
	<table style="width:100%; border: none;"> <tr> <td style="width: 50%; border: none;"> Reinforced Kevlar vest - Armour Rating 4 * Riot helmet - Armour Rating +1 Badge and ID card Pistol holster (belt) 2 spare pistol mags (belt pouch) Flashlight Handcuffs (belt pouch) Handheld radio Pen and pocket notebook Multitool * Police radio </td> <td style="width: 50%; border: none;"> * Spare ammunition * Mounted laptop computer * Driver's license scanner * Spike strips * Flares * Reflective vest to wear in traffic * Evidence bags * Traffic cones * Blood-borne pathogen kit * Fire extinguisher </td> </tr> </table>	Reinforced Kevlar vest - Armour Rating 4 * Riot helmet - Armour Rating +1 Badge and ID card Pistol holster (belt) 2 spare pistol mags (belt pouch) Flashlight Handcuffs (belt pouch) Handheld radio Pen and pocket notebook Multitool * Police radio
Reinforced Kevlar vest - Armour Rating 4 * Riot helmet - Armour Rating +1 Badge and ID card Pistol holster (belt) 2 spare pistol mags (belt pouch) Flashlight Handcuffs (belt pouch) Handheld radio Pen and pocket notebook Multitool * Police radio	* Spare ammunition * Mounted laptop computer * Driver's license scanner * Spike strips * Flares * Reflective vest to wear in traffic * Evidence bags * Traffic cones * Blood-borne pathogen kit * Fire extinguisher	

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

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	60%		1D4-1				
(b) Medium Pistol	40%	15m	1D10				15
(c) Light Carbine	40%	100m	1D12 †	3	10%		30
(d) Baton	50%		1D6				
(e) Pocket Knife	50%		1D4	3			
(f)							
(g)							

*

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY														
		<table border="1" style="width:100%; border-collapse: collapse;"> <tr> <th style="width: 50%;">19. SPECIAL TRAINING</th> <th style="width: 50%;">SKILL OR STAT USED</th> </tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> </table>	19. SPECIAL TRAINING	SKILL OR STAT USED												
19. SPECIAL TRAINING	SKILL OR STAT USED															

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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* In car boot
† Use Lethality rating if firing bursts

THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL VANNOTE, Leann		2. PROFESSION (RANK IF APPLICABLE) Police Officer		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Fountain, FL		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 51 (FEB 22)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	11	55	
	Constitution (CON)	13	65	Perfect health
	Dexterity (DEX)	12	60	
	Intelligence (INT)	13	65	Perceptive
	Power (POW)	11	55	
	Charisma (CHA)	12	60	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		12	
	Willpower Points (WP)		11	
Sanity Points (SAN)		55		
Breaking Point (BP)		44		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		12
		12
		12
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	50	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	60	<input type="checkbox"/> Forensics (0%)	50	<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	50
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):	20	<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	50	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)	20	<input type="checkbox"/> Law (0%)	50	<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)	20	<input type="checkbox"/> Swim (20%)	40
	<input type="checkbox"/> Bureaucracy (10%)	40	<input type="checkbox"/> Melee Weapons (30%)	50	<input type="checkbox"/> Unarmed Combat (40%)	60
	<input type="checkbox"/> Computer Science (0%)	20	<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	40	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	50	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	60	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	50			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	40	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=0

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

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR	
	<table style="width:100%; border: none;"> <tr> <td style="width: 50%; border: none;"> Reinforced Kevlar vest - Armour Rating 4 * Riot helmet - Armour Rating +1 Badge and ID card Pistol holster (belt) 2 spare pistol mags (belt pouch) Flashlight Handcuffs (belt pouch) Handheld radio Pen and pocket notebook Multitool * Police radio </td> <td style="width: 50%; border: none;"> * Spare ammunition * Mounted laptop computer * Driver's license scanner * Spike strips * Flares * Reflective vest to wear in traffic * Evidence bags * Traffic cones * Blood-borne pathogen kit * Fire extinguisher </td> </tr> </table>	Reinforced Kevlar vest - Armour Rating 4 * Riot helmet - Armour Rating +1 Badge and ID card Pistol holster (belt) 2 spare pistol mags (belt pouch) Flashlight Handcuffs (belt pouch) Handheld radio Pen and pocket notebook Multitool * Police radio
Reinforced Kevlar vest - Armour Rating 4 * Riot helmet - Armour Rating +1 Badge and ID card Pistol holster (belt) 2 spare pistol mags (belt pouch) Flashlight Handcuffs (belt pouch) Handheld radio Pen and pocket notebook Multitool * Police radio	* Spare ammunition * Mounted laptop computer * Driver's license scanner * Spike strips * Flares * Reflective vest to wear in traffic * Evidence bags * Traffic cones * Blood-borne pathogen kit * Fire extinguisher	

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

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	60%		1D4-1				
(b) Medium Pistol	40%	15m	1D10				15
(c) Light Pistol	40%	10m	1D8				7
(d) Light Carbine	40%	100m	1D12 †	3	10%		30
(e) Baton	50%		1D6				
(f) Pocket Knife	50%		1D4	3			
(g)							

† *

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY													
	<table border="1" style="width:100%; border-collapse: collapse;"> <tr> <th style="width: 50%;">19. SPECIAL TRAINING</th> <th style="width: 50%;">SKILL OR STAT USED</th> </tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> </table>		19. SPECIAL TRAINING	SKILL OR STAT USED											
19. SPECIAL TRAINING	SKILL OR STAT USED														

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
-------------------------	---------------------

THIS IS A WORK OF FICTION

* In car boot
† Ankle holster
‡ Use Lethality rating if firing bursts

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL BORNE, Gavin		2. PROFESSION (RANK IF APPLICABLE) Police Officer		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Des Moines, IA		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 27 (AUG 22)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	10	50	
	Constitution (CON)	15	75	Robust
	Dexterity (DEX)	10	50	
	Intelligence (INT)	14	70	Cunning
	Power (POW)	12	60	
	Charisma (CHA)	11	55	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		12	
	Willpower Points (WP)		12	
Sanity Points (SAN)		60		
Breaking Point (BP)		48		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		11
		11
		11
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	30	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	60	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	60	<input type="checkbox"/> Search (20%)	70
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	50	<input type="checkbox"/> Surgery (0%)	20
	<input type="checkbox"/> Artillery (0%)	20	<input type="checkbox"/> Law (0%)	30	<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	50	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	40	<input type="checkbox"/> Melee Weapons (30%)	50	<input type="checkbox"/> Unarmed Combat (40%)	60
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	40	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	50	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	20
	<input type="checkbox"/> Demolitions (0%)	20	<input type="checkbox"/> Persuade (20%)	60	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	50			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	40	<input type="checkbox"/> Psychotherapy (10%)	30	<input type="checkbox"/>	

DB=0

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

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR	
	<table style="width:100%; border: none;"> <tr> <td style="width: 50%; border: none;"> Reinforced Kevlar vest - Armour Rating 4 * Riot helmet - Armour Rating +1 Badge and ID card Pistol holster (belt) 2 spare pistol mags (belt pouch) Flashlight Handcuffs (belt pouch) Handheld radio Pen and pocket notebook Multitool * Police radio </td> <td style="width: 50%; border: none;"> * Spare ammunition * Mounted laptop computer * Driver's license scanner * Spike strips * Flares * Reflective vest to wear in traffic * Evidence bags * Traffic cones * Blood-borne pathogen kit * Fire extinguisher </td> </tr> </table>	Reinforced Kevlar vest - Armour Rating 4 * Riot helmet - Armour Rating +1 Badge and ID card Pistol holster (belt) 2 spare pistol mags (belt pouch) Flashlight Handcuffs (belt pouch) Handheld radio Pen and pocket notebook Multitool * Police radio
Reinforced Kevlar vest - Armour Rating 4 * Riot helmet - Armour Rating +1 Badge and ID card Pistol holster (belt) 2 spare pistol mags (belt pouch) Flashlight Handcuffs (belt pouch) Handheld radio Pen and pocket notebook Multitool * Police radio	* Spare ammunition * Mounted laptop computer * Driver's license scanner * Spike strips * Flares * Reflective vest to wear in traffic * Evidence bags * Traffic cones * Blood-borne pathogen kit * Fire extinguisher	

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

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	60%		1D4-1				
(b) Medium Pistol	40%	15m	1D10				15
(c) Shotgun (shot)	60%	75m	2D8 †				5
(d) Shotgun (slug)	40%	75m	2D8 †				5
(e) Baton	50%		1D6				
(f) Pocket Knife	50%		1D4	3			
(g)							

*
*

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY													
		<table border="1" style="width:100%; border-collapse: collapse;"> <tr> <th style="width: 50%;">19. SPECIAL TRAINING</th> <th style="width: 50%;">SKILL OR STAT USED</th> </tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> </table>	19. SPECIAL TRAINING	SKILL OR STAT USED											
19. SPECIAL TRAINING	SKILL OR STAT USED														

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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* In car boot
 † Half damage beyond base range
 ‡ Damage reduced to 2D6 beyond base range

THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL FEDELE, Marla		2. PROFESSION (RANK IF APPLICABLE) Police Officer		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Wilson, NY		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 34 (OCT 17)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	10	50	
	Constitution (CON)	15	75	Fit
	Dexterity (DEX)	12	60	
	Intelligence (INT)	11	55	
	Power (POW)	10	50	
	Charisma (CHA)	14	70	Outgoing
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		12	
	Willpower Points (WP)		10	
Sanity Points (SAN)		50		
Breaking Point (BP)		40		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS		SCORE	
			14	
			14	
			14	
	12. MOTIVATIONS AND MENTAL DISORDERS			
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE				
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted				

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	30	<input type="checkbox"/> Ride (10%)	60
	<input type="checkbox"/> Alertness (20%)	80	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	70
	<input type="checkbox"/> Archeology (0%)	20	<input type="checkbox"/> Heavy Weapons (0%)	20	<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	50	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)	30	<input type="checkbox"/> Survival (10%)	30
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	40	<input type="checkbox"/> Melee Weapons (30%)	50	<input type="checkbox"/> Unarmed Combat (40%)	80
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	40	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	70	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	40	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	30	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	50			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	40	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=0

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

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR	
	<table style="width: 100%; border: none;"> <tr> <td style="width: 50%; border: none;"> Reinforced Kevlar vest - Armour Rating 4 * Riot helmet - Armour Rating +1 Badge and ID card Pistol holster (belt) 2 spare pistol mags (belt pouch) Flashlight Handcuffs (belt pouch) Handheld radio Pen and pocket notebook Multitool * Police radio </td> <td style="width: 50%; border: none;"> * Spare ammunition * Mounted laptop computer * Driver's license scanner * Spike strips * Flares * Reflective vest to wear in traffic * Evidence bags * Traffic cones * Blood-borne pathogen kit * Fire extinguisher </td> </tr> </table>	Reinforced Kevlar vest - Armour Rating 4 * Riot helmet - Armour Rating +1 Badge and ID card Pistol holster (belt) 2 spare pistol mags (belt pouch) Flashlight Handcuffs (belt pouch) Handheld radio Pen and pocket notebook Multitool * Police radio
Reinforced Kevlar vest - Armour Rating 4 * Riot helmet - Armour Rating +1 Badge and ID card Pistol holster (belt) 2 spare pistol mags (belt pouch) Flashlight Handcuffs (belt pouch) Handheld radio Pen and pocket notebook Multitool * Police radio	* Spare ammunition * Mounted laptop computer * Driver's license scanner * Spike strips * Flares * Reflective vest to wear in traffic * Evidence bags * Traffic cones * Blood-borne pathogen kit * Fire extinguisher	

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

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	80%		1D4-1				
(b) Medium Pistol	40%	15m	1D10				15
(c) Shotgun (shot)	60%	75m	2D8 †				5 *
(d) Shotgun (slug)	40%	75m	2D8 †				5 *
(e) Baton	50%		1D6				
(f) Pocket Knife	50%		1D4	3			
(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY													
		<table border="1" style="width: 100%; border-collapse: collapse;"> <tr> <th style="width: 50%;">19. SPECIAL TRAINING</th> <th style="width: 50%;">SKILL OR STAT USED</th> </tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> </table>	19. SPECIAL TRAINING	SKILL OR STAT USED											
19. SPECIAL TRAINING	SKILL OR STAT USED														

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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* In car boot
 † Half damage beyond base range
 ‡ Damage reduced to 2D6 beyond base range

THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL GROTHE, August		2. PROFESSION (RANK IF APPLICABLE) Police Officer		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Poland, NY		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 30 (MAR 21)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	14	70	Brawny
	Constitution (CON)	10	50	
	Dexterity (DEX)	10	50	
	Intelligence (INT)	13	65	Cunning
	Power (POW)	17	85	Imperturbable
	Charisma (CHA)	8	40	Unfriendly
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		12	
	Willpower Points (WP)		17	
Sanity Points (SAN)		85		
Breaking Point (BP)		68		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		8
		8
		8
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	30	<input type="checkbox"/> Ride (10%)	60
	<input type="checkbox"/> Alertness (20%)	60	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	50
	<input type="checkbox"/> Archeology (0%)	20	<input type="checkbox"/> Heavy Weapons (0%)	20	<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):	20	<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	50	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)	30	<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	40	<input type="checkbox"/> Melee Weapons (30%)	70	<input type="checkbox"/> Unarmed Combat (40%)	60
	<input type="checkbox"/> Computer Science (0%)	20	<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):	20	<input type="checkbox"/> Navigate (10%)	40	Foreign Languages and Other Skills:	
			<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Criminology (10%)	50	<input type="checkbox"/> Persuade (20%)	40	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30			<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	70			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	60	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=1

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

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR	
	<table style="width:100%; border: none;"> <tr> <td style="width: 50%; border: none;"> Reinforced Kevlar vest - Armour Rating 4 * Riot helmet - Armour Rating +1 Badge and ID card Pistol holster (belt) 2 spare pistol mags (belt pouch) Flashlight Handcuffs (belt pouch) Handheld radio Pen and pocket notebook Multitool * Police radio </td> <td style="width: 50%; border: none;"> * Spare ammunition * Mounted laptop computer * Driver's license scanner * Spike strips * Flares * Reflective vest to wear in traffic * Evidence bags * Traffic cones * Blood-borne pathogen kit * Fire extinguisher </td> </tr> </table>	Reinforced Kevlar vest - Armour Rating 4 * Riot helmet - Armour Rating +1 Badge and ID card Pistol holster (belt) 2 spare pistol mags (belt pouch) Flashlight Handcuffs (belt pouch) Handheld radio Pen and pocket notebook Multitool * Police radio
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Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	60%		1D4				
(b) Medium Pistol	60%	15m	1D10				15
(c) Light Pistol	60%	10m	1D8				7
(d) Light Carbine	60%	100m	1D12 †	3	10%		30
(e) Baton	70%		1D6+1				
(f) Pocket Knife	70%		1D4+1	3			
(g)							

†
*

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY													
		<table border="1" style="width:100%; border-collapse: collapse;"> <tr> <th style="width: 50%;">19. SPECIAL TRAINING</th> <th style="width: 50%;">SKILL OR STAT USED</th> </tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> </table>	19. SPECIAL TRAINING	SKILL OR STAT USED											
19. SPECIAL TRAINING	SKILL OR STAT USED														

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
-------------------------	---------------------

THIS IS A WORK OF FICTION

* In car boot
 † Ankle holster
 ‡ Use Lethality rating if firing bursts

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL LATSHAW, Iesha		2. PROFESSION (RANK IF APPLICABLE) Police Officer		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Crawford, GA		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 40 (MAR 20)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES	PSYCHOLOGICAL DATA	11. BONDS	SCORE	
	Strength (STR)	13	65	Sturdy			14	
	Constitution (CON)	8	40	Frail			14	
	Dexterity (DEX)	10	50				14	
	Intelligence (INT)	10	50					
	Power (POW)	17	85	Imperturbable				
	Charisma (CHA)	14	70	Approachable				
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT		12. MOTIVATIONS AND MENTAL DISORDERS		
	Hit Points (HP)		10					
	Willpower Points (WP)		17					
Sanity Points (SAN)		85						
Breaking Point (BP)		68						
10. PHYSICAL DESCRIPTION					13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE			
					Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted			

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	30	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	60	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	20
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	50
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)	50	<input type="checkbox"/> SIGINT (0%)	20
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	70	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)	50	<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	40	<input type="checkbox"/> Melee Weapons (30%)	50	<input type="checkbox"/> Unarmed Combat (40%)	80
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	60	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	50	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	40	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)	20	<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):	20	<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	50			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	40	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=1

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

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR	
	<table style="width:100%; border: none;"> <tr> <td style="width: 50%; border: none; vertical-align: top;"> Reinforced Kevlar vest - Armour Rating 4 * Riot helmet - Armour Rating +1 Badge and ID card Pistol holster (belt) 2 spare pistol mags (belt pouch) Flashlight Handcuffs (belt pouch) Handheld radio Pen and pocket notebook Multitool * Police radio </td> <td style="width: 50%; border: none; vertical-align: top;"> * Spare ammunition * Mounted laptop computer * Driver's license scanner * Spike strips * Flares * Reflective vest to wear in traffic * Evidence bags * Traffic cones * Blood-borne pathogen kit * Fire extinguisher </td> </tr> </table>	Reinforced Kevlar vest - Armour Rating 4 * Riot helmet - Armour Rating +1 Badge and ID card Pistol holster (belt) 2 spare pistol mags (belt pouch) Flashlight Handcuffs (belt pouch) Handheld radio Pen and pocket notebook Multitool * Police radio
Reinforced Kevlar vest - Armour Rating 4 * Riot helmet - Armour Rating +1 Badge and ID card Pistol holster (belt) 2 spare pistol mags (belt pouch) Flashlight Handcuffs (belt pouch) Handheld radio Pen and pocket notebook Multitool * Police radio	* Spare ammunition * Mounted laptop computer * Driver's license scanner * Spike strips * Flares * Reflective vest to wear in traffic * Evidence bags * Traffic cones * Blood-borne pathogen kit * Fire extinguisher	

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

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	80%		1D4				
(b) Medium Pistol	40%	15m	1D10				15
(c) Light Carbine	40%	100m	1D12 †	3	10%		30
(d) Baton	50%		1D6+1				
(e) Pocket Knife	50%		1D4+1	3			
(f)							
(g)							

*

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY													
	<table border="1" style="width:100%; border-collapse: collapse;"> <thead> <tr> <th style="width: 50%;">19. SPECIAL TRAINING</th> <th style="width: 50%;">SKILL OR STAT USED</th> </tr> </thead> <tbody> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> </tbody> </table>		19. SPECIAL TRAINING	SKILL OR STAT USED											
19. SPECIAL TRAINING	SKILL OR STAT USED														

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
-------------------------	---------------------

THIS IS A WORK OF FICTION

* In car boot

† Use Lethality rating if firing bursts

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL KOWALSKI, Kenneth			2. PROFESSION (RANK IF APPLICABLE) Police Officer		
	3. EMPLOYER			4. NATIONALITY (U.S.A.) Flomot, TX		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____		6. AGE AND D.O.B. 25 (SEP 5)		7. EDUCATION AND OCCUPATIONAL HISTORY	

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	12	60	
	Constitution (CON)	10	50	
	Dexterity (DEX)	15	75	Agile
	Intelligence (INT)	11	55	
	Power (POW)	14	70	Calm
	Charisma (CHA)	10	50	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		11	
	Willpower Points (WP)		14	
Sanity Points (SAN)		70		
Breaking Point (BP)		56		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS		SCORE	
			10	
			10	
			10	
	12. MOTIVATIONS AND MENTAL DISORDERS			
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE				
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted				

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	30	<input type="checkbox"/> First Aid (10%)	30	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	60	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	50
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)	50	<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	50	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)	30	<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)	20	<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	40	<input type="checkbox"/> Melee Weapons (30%)	50	<input type="checkbox"/> Unarmed Combat (40%)	80
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):	20	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	40	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	70	<input type="checkbox"/> Occult (10%)	30	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	40	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):	20	<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	50			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	40	<input type="checkbox"/> Psychotherapy (10%)	30	<input type="checkbox"/>	

DB=0

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

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR Reinforced Kevlar vest - Armour Rating 4 * Riot helmet - Armour Rating +1 Badge and ID card Pistol holster (belt) 2 spare pistol mags (belt pouch) Flashlight Handcuffs (belt pouch) Handheld radio Pen and pocket notebook Multitool * Police radio	* Spare ammunition * Mounted laptop computer * Driver's license scanner * Spike strips * Flares * Reflective vest to wear in traffic * Evidence bags * Traffic cones * Blood-borne pathogen kit * Fire extinguisher
	Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.	

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	80%		1D4-1				
(b) Medium Pistol	40%	15m	1D10				15
(c) Light Pistol	40%	10m	1D8				7
(d) Shotgun (shot)	60%	75m	2D8 †				5
(e) Shotgun (slug)	40%	75m	2D8 §				5
(f) Baton	50%		1D6				
(g) Pocket Knife	50%		1D4	3			

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY													
		<table border="1" style="width:100%; border-collapse: collapse;"> <thead> <tr> <th style="width:50%;">19. SPECIAL TRAINING</th> <th style="width:50%;">SKILL OR STAT USED</th> </tr> </thead> <tbody> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> </tbody> </table>	19. SPECIAL TRAINING	SKILL OR STAT USED											
19. SPECIAL TRAINING	SKILL OR STAT USED														

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
-------------------------	---------------------

* In car boot range
 † Ankle holster
 ‡ Half damage beyond base range
 § Damage reduced to 2D6 beyond base

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL BELLANTONI, Gabrielle		2. PROFESSION (RANK IF APPLICABLE) Police Officer		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Delmar, IA		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 40 (NOV 15)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	10	50	
	Constitution (CON)	13	65	Resilient
	Dexterity (DEX)	17	85	Razor sharp
	Intelligence (INT)	15	75	Quick witted
	Power (POW)	17	85	Imperturbable
	Charisma (CHA)	10	50	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		12	
	Willpower Points (WP)		17	
Sanity Points (SAN)		85		
Breaking Point (BP)		68		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		10
		10
		10
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <i>adapted</i> Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <i>adapted</i>		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	50	<input type="checkbox"/> Ride (10%)	60
	<input type="checkbox"/> Alertness (20%)	80	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	50
	<input type="checkbox"/> Archeology (0%)	20	<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	50	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)	30	<input type="checkbox"/> Survival (10%)	30
	<input type="checkbox"/> Athletics (30%)	50	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	60	<input type="checkbox"/> Melee Weapons (30%)	50	<input type="checkbox"/> Unarmed Combat (40%)	60
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	40	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	50	<input type="checkbox"/> Occult (10%)	30	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	40	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):	20	<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	50			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	40	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=0

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

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR	
	<table style="width:100%; border: none;"> <tr> <td style="width: 50%; border: none;"> Reinforced Kevlar vest - Armour Rating 4 * Riot helmet - Armour Rating +1 Badge and ID card Pistol holster (belt) 2 spare pistol mags (belt pouch) Flashlight Handcuffs (belt pouch) Handheld radio Pen and pocket notebook Multitool * Police radio </td> <td style="width: 50%; border: none;"> * Spare ammunition * Mounted laptop computer * Driver's license scanner * Spike strips * Flares * Reflective vest to wear in traffic * Evidence bags * Traffic cones * Blood-borne pathogen kit * Fire extinguisher </td> </tr> </table>	Reinforced Kevlar vest - Armour Rating 4 * Riot helmet - Armour Rating +1 Badge and ID card Pistol holster (belt) 2 spare pistol mags (belt pouch) Flashlight Handcuffs (belt pouch) Handheld radio Pen and pocket notebook Multitool * Police radio
Reinforced Kevlar vest - Armour Rating 4 * Riot helmet - Armour Rating +1 Badge and ID card Pistol holster (belt) 2 spare pistol mags (belt pouch) Flashlight Handcuffs (belt pouch) Handheld radio Pen and pocket notebook Multitool * Police radio	* Spare ammunition * Mounted laptop computer * Driver's license scanner * Spike strips * Flares * Reflective vest to wear in traffic * Evidence bags * Traffic cones * Blood-borne pathogen kit * Fire extinguisher	

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

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	60%		1D4-1				
(b) Medium Pistol	40%	15m	1D10				15
(c) Light Pistol	40%	10m	1D8				7
(d) Light Carbine	40%	100m	1D12 †	3	10%		30
(e) Baton	50%		1D6				
(f) Pocket Knife	50%		1D4	3			
(g)							

†
*

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY													
		<table border="1" style="width:100%; border-collapse: collapse;"> <tr> <th style="width: 50%;">19. SPECIAL TRAINING</th> <th style="width: 50%;">SKILL OR STAT USED</th> </tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> </table>	19. SPECIAL TRAINING	SKILL OR STAT USED											
19. SPECIAL TRAINING	SKILL OR STAT USED														

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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* In car boot
 † Ankle holster
 ‡ Use Lethality rating if firing bursts

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL ISHEE, Gregg		2. PROFESSION (RANK IF APPLICABLE) Police Officer		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Catawba, VA		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 51 (MAR 14)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	10	50	
	Constitution (CON)	15	75	Robust
	Dexterity (DEX)	10	50	
	Intelligence (INT)	14	70	Canny
	Power (POW)	11	55	
	Charisma (CHA)	12	60	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		12	
	Willpower Points (WP)		11	
Sanity Points (SAN)		55		
Breaking Point (BP)		44		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE	
		12	
		12	
		12	
	12. MOTIVATIONS AND MENTAL DISORDERS		
	13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	30	<input type="checkbox"/> First Aid (10%)	30	<input type="checkbox"/> Ride (10%)	30
	<input type="checkbox"/> Alertness (20%)	60	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	60	<input type="checkbox"/> Search (20%)	50
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	20
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	50	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)	50	<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)	20	<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	40	<input type="checkbox"/> Melee Weapons (30%)	70	<input type="checkbox"/> Unarmed Combat (40%)	60
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	40	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	50	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)	20	<input type="checkbox"/> Persuade (20%)	40	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	70			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	40	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=0

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

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR Reinforced Kevlar vest - Armour Rating 4 * Riot helmet - Armour Rating +1 Badge and ID card Pistol holster (belt) 2 spare pistol mags (belt pouch) Flashlight Handcuffs (belt pouch) Handheld radio Pen and pocket notebook Multitool * Police radio	* Spare ammunition * Mounted laptop computer * Driver's license scanner * Spike strips * Flares * Reflective vest to wear in traffic * Evidence bags * Traffic cones * Blood-borne pathogen kit * Fire extinguisher
	Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.	

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	60%		1D4-1				
(b) Medium Pistol	40%	15m	1D10				15
(c) Light Pistol	40%	10m	1D8				7
(d) Light Carbine	40%	100m	1D12 †	3	10%		30
(e) Baton	70%		1D6				
(f) Pocket Knife	70%		1D4	3			
(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY													
	<table border="1" style="width:100%; border-collapse: collapse;"> <thead> <tr> <th style="width:50%;">19. SPECIAL TRAINING</th> <th style="width:50%;">SKILL OR STAT USED</th> </tr> </thead> <tbody> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> </tbody> </table>		19. SPECIAL TRAINING	SKILL OR STAT USED											
19. SPECIAL TRAINING	SKILL OR STAT USED														

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL ANDRES, Irene		2. PROFESSION (RANK IF APPLICABLE) Police Officer		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Alexandria, OH		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 34 (APR 21)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	9	45	
	Constitution (CON)	17	85	Tough
	Dexterity (DEX)	12	60	
	Intelligence (INT)	14	70	Cunning
	Power (POW)	14	70	Calm
	Charisma (CHA)	11	55	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		13	
	Willpower Points (WP)		14	
Sanity Points (SAN)		70		
Breaking Point (BP)		56		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE	
		11	
		11	
		11	
	12. MOTIVATIONS AND MENTAL DISORDERS		
	13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	30	<input type="checkbox"/> Ride (10%)	60
	<input type="checkbox"/> Alertness (20%)	80	<input type="checkbox"/> Forensics (0%)	20	<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	50
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)	20	<input type="checkbox"/> SIGINT (0%)	20
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	70	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)	30	<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	40	<input type="checkbox"/> Melee Weapons (30%)	50	<input type="checkbox"/> Unarmed Combat (40%)	60
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	60	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	50	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	40	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)	20	<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	50			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	60	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=0

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INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR	
	<table style="width:100%; border: none;"> <tr> <td style="width: 50%; border: none;"> Reinforced Kevlar vest – Armour Rating 4 * Riot helmet – Armour Rating +1 Badge and ID card Pistol holster (belt) 2 spare pistol mags (belt pouch) Flashlight Handcuffs (belt pouch) Handheld radio Pen and pocket notebook Multitool * Police radio </td> <td style="width: 50%; border: none;"> * Spare ammunition * Mounted laptop computer * Driver's license scanner * Spike strips * Flares * Reflective vest to wear in traffic * Evidence bags * Traffic cones * Blood-borne pathogen kit * Fire extinguisher </td> </tr> </table>	Reinforced Kevlar vest – Armour Rating 4 * Riot helmet – Armour Rating +1 Badge and ID card Pistol holster (belt) 2 spare pistol mags (belt pouch) Flashlight Handcuffs (belt pouch) Handheld radio Pen and pocket notebook Multitool * Police radio
Reinforced Kevlar vest – Armour Rating 4 * Riot helmet – Armour Rating +1 Badge and ID card Pistol holster (belt) 2 spare pistol mags (belt pouch) Flashlight Handcuffs (belt pouch) Handheld radio Pen and pocket notebook Multitool * Police radio	* Spare ammunition * Mounted laptop computer * Driver's license scanner * Spike strips * Flares * Reflective vest to wear in traffic * Evidence bags * Traffic cones * Blood-borne pathogen kit * Fire extinguisher	

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

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	60%		1D4-1				
(b) Medium Pistol	60%	15m	1D10				15
(c) Light Pistol	60%	10m	1D8				7
(d) Shotgun (shot)	80%	75m	2D8 †				5
(e) Shotgun (slug)	60%	75m	2D8 §				5
(f) Baton	50%		1D6				
(g) Pocket Knife	50%		1D4	3			

†
*
*

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY													
		<table border="1" style="width:100%; border-collapse: collapse;"> <tr> <th style="width: 50%;">19. SPECIAL TRAINING</th> <th style="width: 50%;">SKILL OR STAT USED</th> </tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> </table>	19. SPECIAL TRAINING	SKILL OR STAT USED											
19. SPECIAL TRAINING	SKILL OR STAT USED														

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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* In car boot range
 † Ankle holster
 ‡ Half damage beyond base range
 § Damage reduced to 2D6 beyond base

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL REAL, Alexandro		2. PROFESSION (RANK IF APPLICABLE) Police Officer		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Pottsville, TX		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 34 (JAN 11)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	10	50	
	Constitution (CON)	13	65	Resistant
	Dexterity (DEX)	10	50	
	Intelligence (INT)	8	40	Obtuse
	Power (POW)	17	85	Imperturbable
	Charisma (CHA)	14	70	Prepossessing
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		12	
	Willpower Points (WP)		17	
Sanity Points (SAN)		85		
Breaking Point (BP)		68		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		14
		14
		14
12. MOTIVATIONS AND MENTAL DISORDERS		
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	30	<input type="checkbox"/> Ride (10%)	30
	<input type="checkbox"/> Alertness (20%)	60	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	50
	<input type="checkbox"/> Archeology (0%)	20	<input type="checkbox"/> Heavy Weapons (0%)	50	<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	50	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)	20	<input type="checkbox"/> Law (0%)	30	<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	60	<input type="checkbox"/> Melee Weapons (30%)	50	<input type="checkbox"/> Unarmed Combat (40%)	60
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):	20	<input type="checkbox"/> Navigate (10%)	40	Foreign Languages and Other Skills:	
			<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Criminology (10%)	70	<input type="checkbox"/> Persuade (20%)	40	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Pharmacy (0%)	20	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30			<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	50			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	40	<input type="checkbox"/> Psychotherapy (10%)	30	<input type="checkbox"/>	

DB=0

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

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INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR	
	<table style="width:100%; border: none;"> <tr> <td style="width: 50%; border: none; vertical-align: top;"> Reinforced Kevlar vest - Armour Rating 4 * Riot helmet - Armour Rating +1 Badge and ID card Pistol holster (belt) 2 spare pistol mags (belt pouch) Flashlight Handcuffs (belt pouch) Handheld radio Pen and pocket notebook Multitool * Police radio </td> <td style="width: 50%; border: none; vertical-align: top;"> * Spare ammunition * Mounted laptop computer * Driver's license scanner * Spike strips * Flares * Reflective vest to wear in traffic * Evidence bags * Traffic cones * Blood-borne pathogen kit * Fire extinguisher </td> </tr> </table>	Reinforced Kevlar vest - Armour Rating 4 * Riot helmet - Armour Rating +1 Badge and ID card Pistol holster (belt) 2 spare pistol mags (belt pouch) Flashlight Handcuffs (belt pouch) Handheld radio Pen and pocket notebook Multitool * Police radio
Reinforced Kevlar vest - Armour Rating 4 * Riot helmet - Armour Rating +1 Badge and ID card Pistol holster (belt) 2 spare pistol mags (belt pouch) Flashlight Handcuffs (belt pouch) Handheld radio Pen and pocket notebook Multitool * Police radio	* Spare ammunition * Mounted laptop computer * Driver's license scanner * Spike strips * Flares * Reflective vest to wear in traffic * Evidence bags * Traffic cones * Blood-borne pathogen kit * Fire extinguisher	

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

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	60%		1D4-1				
(b) Medium Pistol	40%	15m	1D10				15
(c) Shotgun (shot)	60%	75m	2D8 †				5
(d) Shotgun (slug)	40%	75m	2D8 †				5
(e) Baton	50%		1D6				
(f) Pocket Knife	50%		1D4	3			
(g)							

*
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REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY													
		<table border="1" style="width:100%; border-collapse: collapse;"> <tr> <th style="width: 50%;">19. SPECIAL TRAINING</th> <th style="width: 50%;">SKILL OR STAT USED</th> </tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> </table>	19. SPECIAL TRAINING	SKILL OR STAT USED											
19. SPECIAL TRAINING	SKILL OR STAT USED														

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20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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* In car boot
 † Half damage beyond base range
 ‡ Damage reduced to 2D6 beyond base range

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL PIMENTAL, Hillary		2. PROFESSION (RANK IF APPLICABLE) Police Officer		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Muscoda, WI		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 36 (APR 11)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	17	85	Huge
	Constitution (CON)	8	40	Unwell
	Dexterity (DEX)	10	50	
	Intelligence (INT)	13	65	Crafty
	Power (POW)	10	50	
	Charisma (CHA)	14	70	Likable
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		12	
	Willpower Points (WP)		10	
Sanity Points (SAN)		50		
Breaking Point (BP)		40		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE	
		14	
		14	
		14	
	12. MOTIVATIONS AND MENTAL DISORDERS		
	13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted			

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	30	<input type="checkbox"/> Ride (10%)	60
	<input type="checkbox"/> Alertness (20%)	60	<input type="checkbox"/> Forensics (0%)	20	<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	50
	<input type="checkbox"/> Archeology (0%)	20	<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	50	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)	30	<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	40	<input type="checkbox"/> Melee Weapons (30%)	70	<input type="checkbox"/> Unarmed Combat (40%)	60
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	40	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	50	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)	20	<input type="checkbox"/> Persuade (20%)	40	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	50	<input type="checkbox"/> Pilot (0%):	20	<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	50			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	60	<input type="checkbox"/> Psychotherapy (10%)	30	<input type="checkbox"/>	

DB=2

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

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR	
	<table style="width:100%; border: none;"> <tr> <td style="width: 50%; border: none;"> Reinforced Kevlar vest – Armour Rating 4 * Riot helmet – Armour Rating +1 Badge and ID card Pistol holster (belt) 2 spare pistol mags (belt pouch) Flashlight Handcuffs (belt pouch) Handheld radio Pen and pocket notebook Multitool * Police radio </td> <td style="width: 50%; border: none;"> * Spare ammunition * Mounted laptop computer * Driver's license scanner * Spike strips * Flares * Reflective vest to wear in traffic * Evidence bags * Traffic cones * Blood-borne pathogen kit * Fire extinguisher </td> </tr> </table>	Reinforced Kevlar vest – Armour Rating 4 * Riot helmet – Armour Rating +1 Badge and ID card Pistol holster (belt) 2 spare pistol mags (belt pouch) Flashlight Handcuffs (belt pouch) Handheld radio Pen and pocket notebook Multitool * Police radio
Reinforced Kevlar vest – Armour Rating 4 * Riot helmet – Armour Rating +1 Badge and ID card Pistol holster (belt) 2 spare pistol mags (belt pouch) Flashlight Handcuffs (belt pouch) Handheld radio Pen and pocket notebook Multitool * Police radio	* Spare ammunition * Mounted laptop computer * Driver's license scanner * Spike strips * Flares * Reflective vest to wear in traffic * Evidence bags * Traffic cones * Blood-borne pathogen kit * Fire extinguisher	

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

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	60%		1D4+1				
(b) Medium Pistol	60%	15m	1D10				15
(c) Light Carbine	60%	100m	1D12 †	3	10%		30
(d) Baton	70%		1D6+2				
(e) Pocket Knife	70%		1D4+2	3			
(f)							
(g)							

*

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY														
		<table border="1" style="width:100%; border-collapse: collapse; font-size: x-small;"> <tr> <th style="width: 50%;">19. SPECIAL TRAINING</th> <th style="width: 50%;">SKILL OR STAT USED</th> </tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> </table>	19. SPECIAL TRAINING	SKILL OR STAT USED												
19. SPECIAL TRAINING	SKILL OR STAT USED															

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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* In car boot
 † Use Lethality rating if firing bursts

THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL THORNSBERRY, Jeffery		2. PROFESSION (RANK IF APPLICABLE) Police Officer		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Prairie, MS		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 28 (JUL 27)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	13	65	Tough
	Constitution (CON)	11	55	
	Dexterity (DEX)	13	65	Slick
	Intelligence (INT)	11	55	
	Power (POW)	12	60	
	Charisma (CHA)	12	60	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		12	
	Willpower Points (WP)		12	
Sanity Points (SAN)		60		
Breaking Point (BP)		48		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		12
		12
		12
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	30	<input type="checkbox"/> First Aid (10%)	50	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	60	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	20
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	60	<input type="checkbox"/> Search (20%)	50
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):	20	<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	50	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)	20	<input type="checkbox"/> Law (0%)	30	<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	40	<input type="checkbox"/> Melee Weapons (30%)	50	<input type="checkbox"/> Unarmed Combat (40%)	80
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):	20	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	40	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	70	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	40	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	50			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	40	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=1

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

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Reinforced Kevlar vest - Armour Rating 4				* Spare ammunition			
	* Riot helmet - Armour Rating +1				* Mounted laptop computer			
	Badge and ID card				* Driver's license scanner			
	Pistol holster (belt)				* Spike strips			
	2 spare pistol mags (belt pouch)				* Flares			
	Flashlight				* Reflective vest to wear in traffic			
	Handcuffs (belt pouch)				* Evidence bags			
Handheld radio				* Traffic cones				
Pen and pocket notebook				* Blood-borne pathogen kit				
Multitool				* Fire extinguisher				
* Police radio								
Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.								
16. WEAPONS		SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed		80%		1D4				
(b) Medium Pistol		40%	15m	1D10				15
(c) Shotgun (shot)		60%	75m	2D8 †				5
(d) Shotgun (slug)		40%	75m	2D8 †				5
(e) Baton		50%		1D6+1				
(f) Pocket Knife		50%		1D4+1	3			
(g)								

REMARKS	17. PERSONAL DETAILS AND NOTES		18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY	
			19. SPECIAL TRAINING	SKILL OR STAT USED

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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* In car boot
 † Half damage beyond base range
 ‡ Damage reduced to 2D6 beyond base range

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL CONATSER, Cherish		2. PROFESSION (RANK IF APPLICABLE) Police Officer		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Otley, IA		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 52 (SEP 1)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	10	50	
	Constitution (CON)	10	50	
	Dexterity (DEX)	13	65	Quick footed
	Intelligence (INT)	8	40	Shallow
	Power (POW)	12	60	
	Charisma (CHA)	12	60	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		10	
	Willpower Points (WP)		12	
Sanity Points (SAN)		60		
Breaking Point (BP)		48		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		12
		12
		12
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	30	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	60	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	20
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	60	<input type="checkbox"/> Search (20%)	50
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)	20	<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	50	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)	30	<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	40
	<input type="checkbox"/> Bureaucracy (10%)	60	<input type="checkbox"/> Melee Weapons (30%)	50	<input type="checkbox"/> Unarmed Combat (40%)	60
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):	20	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	40	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	50	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	20
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	40	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):	20	<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	50			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	40	<input type="checkbox"/> Psychotherapy (10%)	30	<input type="checkbox"/>	

DB=0

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

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR	
	<table style="width:100%; border: none;"> <tr> <td style="width: 50%; border: none;"> Reinforced Kevlar vest - Armour Rating 4 * Riot helmet - Armour Rating +1 Badge and ID card Pistol holster (belt) 2 spare pistol mags (belt pouch) Flashlight Handcuffs (belt pouch) Handheld radio Pen and pocket notebook Multitool * Police radio </td> <td style="width: 50%; border: none;"> * Spare ammunition * Mounted laptop computer * Driver's license scanner * Spike strips * Flares * Reflective vest to wear in traffic * Evidence bags * Traffic cones * Blood-borne pathogen kit * Fire extinguisher </td> </tr> </table>	Reinforced Kevlar vest - Armour Rating 4 * Riot helmet - Armour Rating +1 Badge and ID card Pistol holster (belt) 2 spare pistol mags (belt pouch) Flashlight Handcuffs (belt pouch) Handheld radio Pen and pocket notebook Multitool * Police radio
Reinforced Kevlar vest - Armour Rating 4 * Riot helmet - Armour Rating +1 Badge and ID card Pistol holster (belt) 2 spare pistol mags (belt pouch) Flashlight Handcuffs (belt pouch) Handheld radio Pen and pocket notebook Multitool * Police radio	* Spare ammunition * Mounted laptop computer * Driver's license scanner * Spike strips * Flares * Reflective vest to wear in traffic * Evidence bags * Traffic cones * Blood-borne pathogen kit * Fire extinguisher	

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

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	60%		1D4-1				
(b) Medium Pistol	40%	15m	1D10				15
(c) Light Carbine	40%	100m	1D12 †	3	10%		30
(d) Baton	50%		1D6				
(e) Pocket Knife	50%		1D4	3			
(f)							
(g)							

*

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY														
		<table border="1" style="width:100%; border-collapse: collapse; font-size: x-small;"> <tr> <th style="width: 50%;">19. SPECIAL TRAINING</th> <th style="width: 50%;">SKILL OR STAT USED</th> </tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> </table>	19. SPECIAL TRAINING	SKILL OR STAT USED												
19. SPECIAL TRAINING	SKILL OR STAT USED															

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
-------------------------	---------------------

* In car boot
† Use Lethality rating if firing bursts

THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL BISE, Gilberto		2. PROFESSION (RANK IF APPLICABLE) Police Officer		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Salida, CO		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 33 (APR 9)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES	PSYCHOLOGICAL DATA	11. BONDS	SCORE	
	Strength (STR)	14	70	Powerful			10	
	Constitution (CON)	11	55				10	
	Dexterity (DEX)	12	60				10	
	Intelligence (INT)	15	75	Perceptive				
	Power (POW)	10	50					
	Charisma (CHA)	10	50					
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT		12. MOTIVATIONS AND MENTAL DISORDERS		
	Hit Points (HP)		12					
	Willpower Points (WP)		10					
Sanity Points (SAN)		50						
Breaking Point (BP)		40						
10. PHYSICAL DESCRIPTION				13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE				
				Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <i>adapted</i> Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <i>adapted</i>				

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	30	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	60	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)	20	<input type="checkbox"/> Heavy Machinery (10%)	60	<input type="checkbox"/> Search (20%)	50
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)	20	<input type="checkbox"/> SIGINT (0%)	20
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	30	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	50	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)	30	<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	40	<input type="checkbox"/> Melee Weapons (30%)	70	<input type="checkbox"/> Unarmed Combat (40%)	60
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):	20	<input type="checkbox"/> Navigate (10%)	40	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	50	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	40	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):	20	<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	50			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	60	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=1

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

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR	
	<table style="width:100%; border: none;"> <tr> <td style="width: 50%; border: none;"> Reinforced Kevlar vest - Armour Rating 4 * Riot helmet - Armour Rating +1 Badge and ID card Pistol holster (belt) 2 spare pistol mags (belt pouch) Flashlight Handcuffs (belt pouch) Handheld radio Pen and pocket notebook Multitool * Police radio </td> <td style="width: 50%; border: none;"> * Spare ammunition * Mounted laptop computer * Driver's license scanner * Spike strips * Flares * Reflective vest to wear in traffic * Evidence bags * Traffic cones * Blood-borne pathogen kit * Fire extinguisher </td> </tr> </table>	Reinforced Kevlar vest - Armour Rating 4 * Riot helmet - Armour Rating +1 Badge and ID card Pistol holster (belt) 2 spare pistol mags (belt pouch) Flashlight Handcuffs (belt pouch) Handheld radio Pen and pocket notebook Multitool * Police radio
Reinforced Kevlar vest - Armour Rating 4 * Riot helmet - Armour Rating +1 Badge and ID card Pistol holster (belt) 2 spare pistol mags (belt pouch) Flashlight Handcuffs (belt pouch) Handheld radio Pen and pocket notebook Multitool * Police radio	* Spare ammunition * Mounted laptop computer * Driver's license scanner * Spike strips * Flares * Reflective vest to wear in traffic * Evidence bags * Traffic cones * Blood-borne pathogen kit * Fire extinguisher	

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

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	60%		1D4				
(b) Medium Pistol	60%	15m	1D10				15
(c) Light Pistol	60%	10m	1D8				7
(d) Light Carbine	60%	100m	1D12 †	3	10%		30
(e) Baton	70%		1D6+1				
(f) Pocket Knife	70%		1D4+1	3			
(g)							

†
*

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY													
		<table border="1" style="width:100%; border-collapse: collapse;"> <tr> <th style="width: 50%;">19. SPECIAL TRAINING</th> <th style="width: 50%;">SKILL OR STAT USED</th> </tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> </table>	19. SPECIAL TRAINING	SKILL OR STAT USED											
19. SPECIAL TRAINING	SKILL OR STAT USED														

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
-------------------------	---------------------

THIS IS A WORK OF FICTION

* In car boot
 † Ankle holster
 ‡ Use Lethality rating if firing bursts

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL BANKS, Britni		2. PROFESSION (RANK IF APPLICABLE) Police Officer		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Brookline, PA		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 34 (JUL 11)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	12	60	
	Constitution (CON)	15	75	Perfect health
	Dexterity (DEX)	14	70	Nimble
	Intelligence (INT)	9	45	
	Power (POW)	10	50	
	Charisma (CHA)	15	75	Approachable
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		14	
	Willpower Points (WP)		10	
Sanity Points (SAN)		50		
Breaking Point (BP)		40		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		15
		15
		15
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	50	<input type="checkbox"/> Ride (10%)	60
	<input type="checkbox"/> Alertness (20%)	80	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	50
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	30	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	50	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)	30	<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	40	<input type="checkbox"/> Melee Weapons (30%)	50	<input type="checkbox"/> Unarmed Combat (40%)	60
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	40	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	50	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	20
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	60	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):	20	<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	50			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	60	<input type="checkbox"/> Psychotherapy (10%)	30	<input type="checkbox"/>	

DB=0

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

THIS IS A WORK OF FICTION

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR	
	<table style="width: 100%; border: none;"> <tr> <td style="width: 50%; border: none; vertical-align: top;"> Reinforced Kevlar vest - Armour Rating 4 * Riot helmet - Armour Rating +1 Badge and ID card Pistol holster (belt) 2 spare pistol mags (belt pouch) Flashlight Handcuffs (belt pouch) Handheld radio Pen and pocket notebook Multitool * Police radio </td> <td style="width: 50%; border: none; vertical-align: top;"> * Spare ammunition * Mounted laptop computer * Driver's license scanner * Spike strips * Flares * Reflective vest to wear in traffic * Evidence bags * Traffic cones * Blood-borne pathogen kit * Fire extinguisher </td> </tr> </table>	Reinforced Kevlar vest - Armour Rating 4 * Riot helmet - Armour Rating +1 Badge and ID card Pistol holster (belt) 2 spare pistol mags (belt pouch) Flashlight Handcuffs (belt pouch) Handheld radio Pen and pocket notebook Multitool * Police radio
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Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	60%		1D4-1				
(b) Medium Pistol	60%	15m	1D10				15
(c) Light Carbine	60%	100m	1D12 †	3	10%		30
(d) Baton	50%		1D6				
(e) Pocket Knife	50%		1D4	3			
(f)							
(g)							

*

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY														
		<table border="1" style="width: 100%; border-collapse: collapse;"> <tr> <th style="width: 50%;">19. SPECIAL TRAINING</th> <th style="width: 50%;">SKILL OR STAT USED</th> </tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> </table>	19. SPECIAL TRAINING	SKILL OR STAT USED												
19. SPECIAL TRAINING	SKILL OR STAT USED															

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

* In car boot

† Use Lethality rating if firing bursts

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL DADDARIO, Abram		2. PROFESSION (RANK IF APPLICABLE) Police Officer		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Danville, AR		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 28 (OCT 4)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	12	60	
	Constitution (CON)	13	65	Resistant
	Dexterity (DEX)	13	65	Quick footed
	Intelligence (INT)	12	60	
	Power (POW)	11	55	
	Charisma (CHA)	11	55	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		12	
	Willpower Points (WP)		11	
Sanity Points (SAN)		55		
Breaking Point (BP)		44		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE	
		11	
		11	
		11	
	12. MOTIVATIONS AND MENTAL DISORDERS		
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE			
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted			

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	30	<input type="checkbox"/> First Aid (10%)	30	<input type="checkbox"/> Ride (10%)	30
	<input type="checkbox"/> Alertness (20%)	60	<input type="checkbox"/> Forensics (0%)	50	<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	30	<input type="checkbox"/> Search (20%)	50
	<input type="checkbox"/> Archeology (0%)	20	<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	50	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)	30	<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	40	<input type="checkbox"/> Melee Weapons (30%)	50	<input type="checkbox"/> Unarmed Combat (40%)	60
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	40	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	70	<input type="checkbox"/> Occult (10%)	30	<input type="checkbox"/>	20
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	40	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	50			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	60	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=0

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

THIS IS A WORK OF FICTION

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR	
	<table style="width:100%; border: none;"> <tr> <td style="width: 50%; border: none;"> Reinforced Kevlar vest - Armour Rating 4 * Riot helmet - Armour Rating +1 Badge and ID card Pistol holster (belt) 2 spare pistol mags (belt pouch) Flashlight Handcuffs (belt pouch) Handheld radio Pen and pocket notebook Multitool * Police radio </td> <td style="width: 50%; border: none;"> * Spare ammunition * Mounted laptop computer * Driver's license scanner * Spike strips * Flares * Reflective vest to wear in traffic * Evidence bags * Traffic cones * Blood-borne pathogen kit * Fire extinguisher </td> </tr> </table>	Reinforced Kevlar vest - Armour Rating 4 * Riot helmet - Armour Rating +1 Badge and ID card Pistol holster (belt) 2 spare pistol mags (belt pouch) Flashlight Handcuffs (belt pouch) Handheld radio Pen and pocket notebook Multitool * Police radio
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Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	60%		1D4-1				
(b) Medium Pistol	60%	15m	1D10				15
(c) Light Pistol	60%	10m	1D8				7
(d) Shotgun (shot)	80%	75m	2D8 †				5
(e) Shotgun (slug)	60%	75m	2D8 §				5
(f) Baton	50%		1D6				
(g) Pocket Knife	50%		1D4	3			

† *
* *

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY													
		<table border="1" style="width:100%; border-collapse: collapse;"> <tr> <th style="width: 50%;">19. SPECIAL TRAINING</th> <th style="width: 50%;">SKILL OR STAT USED</th> </tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> </table>	19. SPECIAL TRAINING	SKILL OR STAT USED											
19. SPECIAL TRAINING	SKILL OR STAT USED														

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

* In car boot range
 † Ankle holster
 ‡ Half damage beyond base range
 § Damage reduced to 2D6 beyond base

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL QUANDT, Perla		2. PROFESSION (RANK IF APPLICABLE) Police Officer		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Pigeon, MI		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 47 (JUL 4)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES	PSYCHOLOGICAL DATA	11. BONDS	SCORE	
	Strength (STR)	17	85	Strapping			10	
	Constitution (CON)	8	40	Frail			10	
	Dexterity (DEX)	14	70	Lithe			10	
	Intelligence (INT)	13	65	Astute				
	Power (POW)	10	50					
	Charisma (CHA)	10	50					
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT		12. MOTIVATIONS AND MENTAL DISORDERS		
	Hit Points (HP)		12					
	Willpower Points (WP)		10					
Sanity Points (SAN)		50						
Breaking Point (BP)		40						
10. PHYSICAL DESCRIPTION				13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE				
				Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <i>adapted</i> Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <i>adapted</i>				

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	30	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	60	<input type="checkbox"/> Forensics (0%)	50	<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	50
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)	20	<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	30	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	50	<input type="checkbox"/> Surgery (0%)	20
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)	30	<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	60	<input type="checkbox"/> Melee Weapons (30%)	50	<input type="checkbox"/> Unarmed Combat (40%)	60
	<input type="checkbox"/> Computer Science (0%)	20	<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):	20	<input type="checkbox"/> Navigate (10%)	40	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	50	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	20
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	40	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):	20	<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	50			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	40	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=2

Check a box when you attempt to use a skill and fail. After the session, add 1 to each checked skill and erase all checks.

THIS IS A WORK OF FICTION

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR	
	<table style="width:100%; border: none;"> <tr> <td style="width: 50%; border: none;"> Reinforced Kevlar vest - Armour Rating 4 * Riot helmet - Armour Rating +1 Badge and ID card Pistol holster (belt) 2 spare pistol mags (belt pouch) Flashlight Handcuffs (belt pouch) Handheld radio Pen and pocket notebook Multitool * Police radio </td> <td style="width: 50%; border: none;"> * Spare ammunition * Mounted laptop computer * Driver's license scanner * Spike strips * Flares * Reflective vest to wear in traffic * Evidence bags * Traffic cones * Blood-borne pathogen kit * Fire extinguisher </td> </tr> </table>	Reinforced Kevlar vest - Armour Rating 4 * Riot helmet - Armour Rating +1 Badge and ID card Pistol holster (belt) 2 spare pistol mags (belt pouch) Flashlight Handcuffs (belt pouch) Handheld radio Pen and pocket notebook Multitool * Police radio
Reinforced Kevlar vest - Armour Rating 4 * Riot helmet - Armour Rating +1 Badge and ID card Pistol holster (belt) 2 spare pistol mags (belt pouch) Flashlight Handcuffs (belt pouch) Handheld radio Pen and pocket notebook Multitool * Police radio	* Spare ammunition * Mounted laptop computer * Driver's license scanner * Spike strips * Flares * Reflective vest to wear in traffic * Evidence bags * Traffic cones * Blood-borne pathogen kit * Fire extinguisher	

Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	60%		1D4+1				
(b) Medium Pistol	40%	15m	1D10				15
(c) Shotgun (shot)	60%	75m	2D8 †				5
(d) Shotgun (slug)	40%	75m	2D8 †				5
(e) Baton	50%		1D6+2				
(f) Pocket Knife	50%		1D4+2	3			
(g)							

*
*

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY													
	<table border="1" style="width:100%; border-collapse: collapse;"> <tr> <th style="width: 50%;">19. SPECIAL TRAINING</th> <th style="width: 50%;">SKILL OR STAT USED</th> </tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> </table>		19. SPECIAL TRAINING	SKILL OR STAT USED											
19. SPECIAL TRAINING	SKILL OR STAT USED														

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
-------------------------	---------------------

THIS IS A WORK OF FICTION

* In car boot
 † Half damage beyond base range
 ‡ Damage reduced to 2D6 beyond base range

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL CAVIN, Bernardo		2. PROFESSION (RANK IF APPLICABLE) Police Officer		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Vivian, SD		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 46 (NOV 7)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	15	75	Brawny
	Constitution (CON)	10	50	
	Dexterity (DEX)	10	50	
	Intelligence (INT)	14	70	Crafty
	Power (POW)	12	60	
	Charisma (CHA)	11	55	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		12	
	Willpower Points (WP)		12	
Sanity Points (SAN)		60		
Breaking Point (BP)		48		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		11
		11
		11
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	50	<input type="checkbox"/> Ride (10%)	60
	<input type="checkbox"/> Alertness (20%)	60	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	50
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):	20	<input type="checkbox"/> History (10%)	30	<input type="checkbox"/> Stealth (10%)	30
			<input type="checkbox"/> HUMINT (10%)	70	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)	50	<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	40	<input type="checkbox"/> Melee Weapons (30%)	50	<input type="checkbox"/> Unarmed Combat (40%)	60
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	40	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	50	<input type="checkbox"/> Occult (10%)	30	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	40	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	50			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	60	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=1

Check a box when you attempt to use a skill and fail. After the session, add 1 to each checked skill and erase all checks.

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR	
	<table style="width:100%; border: none;"> <tr> <td style="width: 50%; border: none;"> Reinforced Kevlar vest – Armour Rating 4 * Riot helmet – Armour Rating +1 Badge and ID card Pistol holster (belt) 2 spare pistol mags (belt pouch) Flashlight Handcuffs (belt pouch) Handheld radio Pen and pocket notebook Multitool * Police radio </td> <td style="width: 50%; border: none;"> * Spare ammunition * Mounted laptop computer * Driver's license scanner * Spike strips * Flares * Reflective vest to wear in traffic * Evidence bags * Traffic cones * Blood-borne pathogen kit * Fire extinguisher </td> </tr> </table>	Reinforced Kevlar vest – Armour Rating 4 * Riot helmet – Armour Rating +1 Badge and ID card Pistol holster (belt) 2 spare pistol mags (belt pouch) Flashlight Handcuffs (belt pouch) Handheld radio Pen and pocket notebook Multitool * Police radio
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Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	60%		1D4				
(b) Medium Pistol	60%	15m	1D10				15
(c) Light Carbine	60%	100m	1D12 †	3	10%		30
(d) Baton	50%		1D6+1				
(e) Pocket Knife	50%		1D4+1	3			
(f)							
(g)							

*

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY													
		<table border="1" style="width:100%; border-collapse: collapse; font-size: x-small;"> <tr> <th style="width: 50%;">19. SPECIAL TRAINING</th> <th style="width: 50%;">SKILL OR STAT USED</th> </tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> </table>	19. SPECIAL TRAINING	SKILL OR STAT USED											
19. SPECIAL TRAINING	SKILL OR STAT USED														

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
-------------------------	---------------------

THIS IS A WORK OF FICTION

* In car boot
† Use Lethality rating if firing bursts

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL WINTER, Miriam		2. PROFESSION (RANK IF APPLICABLE) Police Officer		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Union, SC		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 42 (JUN 24)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	7	35	Weak
	Constitution (CON)	9	45	
	Dexterity (DEX)	8	40	Ungainly
	Intelligence (INT)	15	75	Cunning
	Power (POW)	11	55	
	Charisma (CHA)	10	50	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		8	
	Willpower Points (WP)		11	
Sanity Points (SAN)		55		
Breaking Point (BP)		44		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE	
		10	
		10	
		10	
	12. MOTIVATIONS AND MENTAL DISORDERS		
	13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted			

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	30	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	80	<input type="checkbox"/> Forensics (0%)	20	<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)	20	<input type="checkbox"/> Heavy Machinery (10%)	60	<input type="checkbox"/> Search (20%)	70
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	30
			<input type="checkbox"/> HUMINT (10%)	50	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)	20	<input type="checkbox"/> Law (0%)	30	<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	60	<input type="checkbox"/> Melee Weapons (30%)	50	<input type="checkbox"/> Unarmed Combat (40%)	60
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	40	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	50	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	40	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):	20	<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	50			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	40	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=-1

Check a box when you attempt to use a skill and fail. After the session, add 1 to each checked skill and erase all checks.

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR	
	<table style="width:100%; border:none;"> <tr> <td style="width:50%; border:none;"> Reinforced Kevlar vest - Armour Rating 4 * Riot helmet - Armour Rating +1 Badge and ID card Pistol holster (belt) 2 spare pistol mags (belt pouch) Flashlight Handcuffs (belt pouch) Handheld radio Pen and pocket notebook Multitool * Police radio </td> <td style="width:50%; border:none;"> * Spare ammunition * Mounted laptop computer * Driver's license scanner * Spike strips * Flares * Reflective vest to wear in traffic * Evidence bags * Traffic cones * Blood-borne pathogen kit * Fire extinguisher </td> </tr> </table>	Reinforced Kevlar vest - Armour Rating 4 * Riot helmet - Armour Rating +1 Badge and ID card Pistol holster (belt) 2 spare pistol mags (belt pouch) Flashlight Handcuffs (belt pouch) Handheld radio Pen and pocket notebook Multitool * Police radio
Reinforced Kevlar vest - Armour Rating 4 * Riot helmet - Armour Rating +1 Badge and ID card Pistol holster (belt) 2 spare pistol mags (belt pouch) Flashlight Handcuffs (belt pouch) Handheld radio Pen and pocket notebook Multitool * Police radio	* Spare ammunition * Mounted laptop computer * Driver's license scanner * Spike strips * Flares * Reflective vest to wear in traffic * Evidence bags * Traffic cones * Blood-borne pathogen kit * Fire extinguisher	

Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	60%		1D4-2				
(b) Medium Pistol	40%	15m	1D10				15
(c) Shotgun (shot)	60%	75m	2D8 †				5
(d) Shotgun (slug)	40%	75m	2D8 †				5
(e) Baton	50%		1D6-1				
(f) Pocket Knife	50%		1D4-1	3			
(g)							

*
*

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY													
		<table border="1" style="width:100%; border-collapse: collapse; font-size: x-small;"> <tr> <th style="width:50%;">19. SPECIAL TRAINING</th> <th style="width:50%;">SKILL OR STAT USED</th> </tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> </table>	19. SPECIAL TRAINING	SKILL OR STAT USED											
19. SPECIAL TRAINING	SKILL OR STAT USED														

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

* In car boot
† Half damage beyond base range
‡ Damage reduced to 2D6 beyond base range

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL LEDAY, Brent		2. PROFESSION (RANK IF APPLICABLE) Police Officer		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) North Stratford, NH		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 46 (JUL 19)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	11	55	
	Constitution (CON)	14	70	Resistant
	Dexterity (DEX)	12	60	
	Intelligence (INT)	12	60	
	Power (POW)	11	55	
	Charisma (CHA)	11	55	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		12	
	Willpower Points (WP)		11	
Sanity Points (SAN)		55		
Breaking Point (BP)		44		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		11
		11
		11
12. MOTIVATIONS AND MENTAL DISORDERS		
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	30	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	60	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	30	<input type="checkbox"/> Search (20%)	50
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)	50	<input type="checkbox"/> SIGINT (0%)	20
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	50	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)	20	<input type="checkbox"/> Law (0%)	30	<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	40
	<input type="checkbox"/> Bureaucracy (10%)	60	<input type="checkbox"/> Melee Weapons (30%)	50	<input type="checkbox"/> Unarmed Combat (40%)	60
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	60	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	50	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	40	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	70			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	40	<input type="checkbox"/> Psychotherapy (10%)	30	<input type="checkbox"/>	

DB=0

Check a box when you attempt to use a skill and fail. After the session, add 1 to each checked skill and erase all checks.

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR	
	<table style="width:100%; border: none;"> <tr> <td style="width: 50%; border: none;"> Reinforced Kevlar vest - Armour Rating 4 * Riot helmet - Armour Rating +1 Badge and ID card Pistol holster (belt) 2 spare pistol mags (belt pouch) Flashlight Handcuffs (belt pouch) Handheld radio Pen and pocket notebook Multitool * Police radio </td> <td style="width: 50%; border: none;"> * Spare ammunition * Mounted laptop computer * Driver's license scanner * Spike strips * Flares * Reflective vest to wear in traffic * Evidence bags * Traffic cones * Blood-borne pathogen kit * Fire extinguisher </td> </tr> </table>	Reinforced Kevlar vest - Armour Rating 4 * Riot helmet - Armour Rating +1 Badge and ID card Pistol holster (belt) 2 spare pistol mags (belt pouch) Flashlight Handcuffs (belt pouch) Handheld radio Pen and pocket notebook Multitool * Police radio
Reinforced Kevlar vest - Armour Rating 4 * Riot helmet - Armour Rating +1 Badge and ID card Pistol holster (belt) 2 spare pistol mags (belt pouch) Flashlight Handcuffs (belt pouch) Handheld radio Pen and pocket notebook Multitool * Police radio	* Spare ammunition * Mounted laptop computer * Driver's license scanner * Spike strips * Flares * Reflective vest to wear in traffic * Evidence bags * Traffic cones * Blood-borne pathogen kit * Fire extinguisher	

Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	60%		1D4-1				
(b) Medium Pistol	40%	15m	1D10				15
(c) Shotgun (shot)	60%	75m	2D8 †				5 *
(d) Shotgun (slug)	40%	75m	2D8 †				5 *
(e) Baton	50%		1D6				
(f) Pocket Knife	50%		1D4	3			
(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY													
		<table border="1" style="width:100%; border-collapse: collapse;"> <tr> <th style="width: 50%;">19. SPECIAL TRAINING</th> <th style="width: 50%;">SKILL OR STAT USED</th> </tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> </table>	19. SPECIAL TRAINING	SKILL OR STAT USED											
19. SPECIAL TRAINING	SKILL OR STAT USED														

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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* In car boot
 † Half damage beyond base range
 ‡ Damage reduced to 2D6 beyond base range

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL BACHMAN, Joanne		2. PROFESSION (RANK IF APPLICABLE) Program Manager		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Felton, DE		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 27 (MAY 14)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	11	55	
	Constitution (CON)	11	55	
	Dexterity (DEX)	12	60	
	Intelligence (INT)	12	60	
	Power (POW)	13	65	Stoic
	Charisma (CHA)	13	65	Prepossessing
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		11	
	Willpower Points (WP)		13	
Sanity Points (SAN)		65		
Breaking Point (BP)		52		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		13
		13
		13
		13
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <i>adapted</i> Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <i>adapted</i>		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	60	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	20	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	20
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	30	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):	50	<input type="checkbox"/> History (10%)	40	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	30	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)	40	<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	50	<input type="checkbox"/> Medicine (0%)	20	<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	60	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	40
	<input type="checkbox"/> Computer Science (0%)	50	<input type="checkbox"/> Military Science (0%):	20	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	30	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	30	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	50
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	50	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	20			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	20	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=0

Check a box when you attempt to use a skill and fail. After the session, add 1 to each checked skill and erase all checks.

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	40%		1D4-1				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY
		19. SPECIAL TRAINING
		SKILL OR STAT USED

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
-------------------------	---------------------

THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL NEWBOLD, Rogelio		2. PROFESSION (RANK IF APPLICABLE) Program Manager		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Kenosha, WI		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 49 (MAY 27)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	12	60	
	Constitution (CON)	13	65	Resistant
	Dexterity (DEX)	13	65	Deft
	Intelligence (INT)	11	55	
	Power (POW)	11	55	
	Charisma (CHA)	12	60	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		12	
	Willpower Points (WP)		11	
Sanity Points (SAN)		55		
Breaking Point (BP)		44		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		12
		12
		12
		12
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	60	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	20	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)	50	<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	20
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	60	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	20
	<input type="checkbox"/> Artillery (0%)	20	<input type="checkbox"/> Law (0%)	40	<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	60	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	40
	<input type="checkbox"/> Computer Science (0%)	50	<input type="checkbox"/> Military Science (0%):	20	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	30	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	30	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	50
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	50	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	20			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	40	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=0

Check a box when you attempt to use a skill and fail. After the session, add 1 to each checked skill and erase all checks.

THIS IS A WORK OF FICTION

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	40%		1D4-1				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY	
		19. SPECIAL TRAINING	SKILL OR STAT USED
		Please indicate why this agent was recruited and why the agent agreed to be recruited.	

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
-------------------------	---------------------

THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL BALMER, Sophia		2. PROFESSION (RANK IF APPLICABLE) Program Manager		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Bovina Center, NY		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 48 (SEP 4)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	11	55	
	Constitution (CON)	15	75	Fit
	Dexterity (DEX)	14	70	Agile
	Intelligence (INT)	14	70	Cunning
	Power (POW)	14	70	Brave
	Charisma (CHA)	10	50	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		13	
	Willpower Points (WP)		14	
Sanity Points (SAN)		70		
Breaking Point (BP)		56		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		10
		10
		10
		10
	12. MOTIVATIONS AND MENTAL DISORDERS	
	13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE	
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <i>adapted</i> Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <i>adapted</i>		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	60	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	30
	<input type="checkbox"/> Alertness (20%)	20	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	30
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	40
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):	20	<input type="checkbox"/> History (10%)	40	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)	40	<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	40
	<input type="checkbox"/> Bureaucracy (10%)	80	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	60
	<input type="checkbox"/> Computer Science (0%)	50	<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	50	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	50
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	50	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)	20	<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	20			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	20	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=0

Check a box when you attempt to use a skill and fail. After the session, add 1 to each checked skill and erase all checks.

THIS IS A WORK OF FICTION

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	60%		1D4-1				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY	
		19. SPECIAL TRAINING	SKILL OR STAT USED
		Please indicate why this agent was recruited and why the agent agreed to be recruited.	

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL TONEY, Jaymes		2. PROFESSION (RANK IF APPLICABLE) Program Manager		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Sylmar, CA		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 42 (MAR 23)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	14	70	Sturdy
	Constitution (CON)	12	60	
	Dexterity (DEX)	18	90	Quick
	Intelligence (INT)	15	75	Sharp
	Power (POW)	11	55	
	Charisma (CHA)	11	55	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		13	
	Willpower Points (WP)		11	
Sanity Points (SAN)		55		
Breaking Point (BP)		44		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		11
		11
		11
		11
	12. MOTIVATIONS AND MENTAL DISORDERS	
	13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE	
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	80	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	30
	<input type="checkbox"/> Alertness (20%)	20	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	30
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	40
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	40	<input type="checkbox"/> Stealth (10%)	30
			<input type="checkbox"/> HUMINT (10%)	30	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)	60	<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)	20	<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	60	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	40
	<input type="checkbox"/> Computer Science (0%)	50	<input type="checkbox"/> Military Science (0%):	20	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	30	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	50
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	50	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	20			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	20	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=1

Check a box when you attempt to use a skill and fail. After the session, add 1 to each checked skill and erase all checks.

THIS IS A WORK OF FICTION

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	40%		1D4				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY		
			19. SPECIAL TRAINING	SKILL OR STAT USED
Please indicate why this agent was recruited and why the agent agreed to be recruited.				

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL KLAR, Candace		2. PROFESSION (RANK IF APPLICABLE) Program Manager		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Toledo, OH		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 40 (JUL 17)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	10	50	
	Constitution (CON)	13	65	Fit
	Dexterity (DEX)	10	50	
	Intelligence (INT)	14	70	Canny
	Power (POW)	8	40	Timid
	Charisma (CHA)	17	85	Magnetic
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		12	
	Willpower Points (WP)		8	
Sanity Points (SAN)		40		
Breaking Point (BP)		32		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		17
		17
		17
		17
	12. MOTIVATIONS AND MENTAL DISORDERS	
	13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE	
	Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted	

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	60	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	20	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)	30	<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)	20	<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	40	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	20
	<input type="checkbox"/> Artillery (0%)	20	<input type="checkbox"/> Law (0%)	40	<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	60	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	60
	<input type="checkbox"/> Computer Science (0%)	50	<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):	20	<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	30	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	70
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	50	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	30	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	40			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	20	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=0

Check a box when you attempt to use a skill and fail. After the session, add 1 to each checked skill and erase all checks.

THIS IS A WORK OF FICTION

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	60%		1D4-1				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY		
			19. SPECIAL TRAINING	SKILL OR STAT USED
Please indicate why this agent was recruited and why the agent agreed to be recruited.				

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL HECKMAN, Rafael		2. PROFESSION (RANK IF APPLICABLE) Program Manager		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Alpena, AR		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 29 (AUG 3)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	12	60	
	Constitution (CON)	15	75	Robust
	Dexterity (DEX)	10	50	
	Intelligence (INT)	10	50	
	Power (POW)	11	55	
	Charisma (CHA)	14	70	Affable
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		14	
	Willpower Points (WP)		11	
Sanity Points (SAN)		55		
Breaking Point (BP)		44		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		14
		14
		14
		14
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	60	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	40	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)	20	<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):	30	<input type="checkbox"/> History (10%)	60	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)	40	<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	60	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	40
	<input type="checkbox"/> Computer Science (0%)	50	<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	30	<input type="checkbox"/> Occult (10%)	30	<input type="checkbox"/>	70
	<input type="checkbox"/> Demolitions (0%)	20	<input type="checkbox"/> Persuade (20%)	50	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):	20	<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	20			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	20	<input type="checkbox"/> Psychotherapy (10%)	30	<input type="checkbox"/>	

DB=0

Check a box when you attempt to use a skill and fail. After the session, add 1 to each checked skill and erase all checks.

THIS IS A WORK OF FICTION

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	40%		1D4-1				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY	
		19. SPECIAL TRAINING	SKILL OR STAT USED
		Please indicate why this agent was recruited and why the agent agreed to be recruited.	

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL ROYCE, Latoya		2. PROFESSION (RANK IF APPLICABLE) Program Manager		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Caddo Mills, TX		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 28 (APR 25)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	10	50	
	Constitution (CON)	10	50	
	Dexterity (DEX)	17	85	Acrobatic
	Intelligence (INT)	8	40	Oblivious
	Power (POW)	14	70	Calm
	Charisma (CHA)	13	65	Charming
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		10	
	Willpower Points (WP)		14	
Sanity Points (SAN)		70		
Breaking Point (BP)		56		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		13
		13
		13
		13
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	60	<input type="checkbox"/> First Aid (10%)	30	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	20	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	20
	<input type="checkbox"/> Anthropology (0%)	30	<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	40	<input type="checkbox"/> Stealth (10%)	30
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)	40	<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)	20	<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	60	<input type="checkbox"/> Melee Weapons (30%)	50	<input type="checkbox"/> Unarmed Combat (40%)	40
	<input type="checkbox"/> Computer Science (0%)	50	<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	50	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	50
	<input type="checkbox"/> Demolitions (0%)	20	<input type="checkbox"/> Persuade (20%)	50	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	20			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	20	<input type="checkbox"/> Psychotherapy (10%)	30	<input type="checkbox"/>	

DB=0

Check a box when you attempt to use a skill and fail. After the session, add 1 to each checked skill and erase all checks.

THIS IS A WORK OF FICTION

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	40%		1D4-1				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL GARMON, Lyle		2. PROFESSION (RANK IF APPLICABLE) Program Manager		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Dolphin, VA		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 46 (FEB 20)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	10	50	
	Constitution (CON)	10	50	
	Dexterity (DEX)	11	55	
	Intelligence (INT)	10	50	
	Power (POW)	15	75	Strong-willed
	Charisma (CHA)	14	70	Approachable
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		10	
	Willpower Points (WP)		15	
Sanity Points (SAN)		75		
Breaking Point (BP)		60		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		14
		14
		14
		14
	12. MOTIVATIONS AND MENTAL DISORDERS	
	13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE	
	Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted	

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	80	<input type="checkbox"/> First Aid (10%)	30	<input type="checkbox"/> Ride (10%)	30
	<input type="checkbox"/> Alertness (20%)	20	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	30
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	20
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	40	<input type="checkbox"/> Stealth (10%)	30
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)	40	<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	50	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	60	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	40
	<input type="checkbox"/> Computer Science (0%)	50	<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	30	<input type="checkbox"/> Occult (10%)	30	<input type="checkbox"/>	50
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	50	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	20			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	20	<input type="checkbox"/> Psychotherapy (10%)	30	<input type="checkbox"/>	

DB=0

Check a box when you attempt to use a skill and fail. After the session, add 1 to each checked skill and erase all checks.

THIS IS A WORK OF FICTION

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	40%		1D4-1				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY	
		19. SPECIAL TRAINING	SKILL OR STAT USED
		Please indicate why this agent was recruited and why the agent agreed to be recruited.	

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL DELRIO, Ali		2. PROFESSION (RANK IF APPLICABLE) Program Manager		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Blue Grass, VA		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 49 (JAN 27)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	14	70	Powerful
	Constitution (CON)	12	60	
	Dexterity (DEX)	10	50	
	Intelligence (INT)	11	55	
	Power (POW)	10	50	
	Charisma (CHA)	15	75	Friendly
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		13	
	Willpower Points (WP)		10	
Sanity Points (SAN)		50		
Breaking Point (BP)		40		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		15
		15
		15
		15
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	80	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	20	<input type="checkbox"/> Forensics (0%)	20	<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)	20	<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):	30	<input type="checkbox"/> History (10%)	40	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)	40	<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	50	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	60	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	40
	<input type="checkbox"/> Computer Science (0%)	50	<input type="checkbox"/> Military Science (0%):	20	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):	20	<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	30	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	50
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	50	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	50	<input type="checkbox"/> Pilot (0%):	20	<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	20			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	20	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=1

Check a box when you attempt to use a skill and fail. After the session, add 1 to each checked skill and erase all checks.

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	40%		1D4				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY	
		19. SPECIAL TRAINING	SKILL OR STAT USED
		Please indicate why this agent was recruited and why the agent agreed to be recruited.	

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL WILLIAMSON, Martell		2. PROFESSION (RANK IF APPLICABLE) Program Manager		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Alamota, KS		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 55 (JUL 23)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES	PSYCHOLOGICAL DATA	11. BONDS	SCORE	
	Strength (STR)	17	85	Musclebound			11	
	Constitution (CON)	12	60				11	
	Dexterity (DEX)	13	65	Deft			11	
	Intelligence (INT)	13	65	Canny			11	
	Power (POW)	13	65	Stoic				
	Charisma (CHA)	11	55					
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT		12. MOTIVATIONS AND MENTAL DISORDERS		
	Hit Points (HP)		14					
	Willpower Points (WP)		13					
Sanity Points (SAN)		65						
Breaking Point (BP)		52						
10. PHYSICAL DESCRIPTION				13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE				
				Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted				

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	60	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	20	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)	30	<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	40
	<input type="checkbox"/> Archeology (0%)	20	<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	40	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	30	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)	20	<input type="checkbox"/> Law (0%)	60	<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	60	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	40
	<input type="checkbox"/> Computer Science (0%)	70	<input type="checkbox"/> Military Science (0%):	20	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):	20	<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	30	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	50
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	50	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	20			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	20	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=2

Check a box when you attempt to use a skill and fail. After the session, add 1 to each checked skill and erase all checks.

THIS IS A WORK OF FICTION

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	40%		1D4+1				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY		
		19. SPECIAL TRAINING	SKILL OR STAT USED	
Please indicate why this agent was recruited and why the agent agreed to be recruited.				

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL MINICH, Jeanne		2. PROFESSION (RANK IF APPLICABLE) Sailor		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Walla Walla, WA		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 46 (APR 18)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	8	40	Puny
	Constitution (CON)	10	50	
	Dexterity (DEX)	10	50	
	Intelligence (INT)	17	85	Genius
	Power (POW)	13	65	Forbearing
	Charisma (CHA)	14	70	Outgoing
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		9	
	Willpower Points (WP)		13	
Sanity Points (SAN)		65		
Breaking Point (BP)		52		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		14
	12. MOTIVATIONS AND MENTAL DISORDERS	
	13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE	
	Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted	

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	60	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (10%)	40
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	20
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	30
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)	20	<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	60
	<input type="checkbox"/> Bureaucracy (10%)	30	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	40
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):	50	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Electrician Electrician Mechanic	40 40	<input type="checkbox"/> Navigate (10%)	50	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	20
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	40	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):	80 50	<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	40			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	20	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=-1

Check a box when you attempt to use a skill and fail. After the session, add 1 to each checked skill and erase all checks.

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INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	40%		1D4-2				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY	
		19. SPECIAL TRAINING	SKILL OR STAT USED
		Please indicate why this agent was recruited and why the agent agreed to be recruited.	

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL COWLING, Derik		2. PROFESSION (RANK IF APPLICABLE) Sailor		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Garrison, TX		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 52 (MAY 27)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES	PSYCHOLOGICAL DATA	11. BONDS	SCORE	
	Strength (STR)	10	50				8	
	Constitution (CON)	13	65	Resistant				
	Dexterity (DEX)	10	50					
	Intelligence (INT)	17	85	Genius				
	Power (POW)	14	70	Unflinching				
	Charisma (CHA)	8	40	Standoffish				
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT		12. MOTIVATIONS AND MENTAL DISORDERS		
	Hit Points (HP)		12					
	Willpower Points (WP)		14					
Sanity Points (SAN)		70						
Breaking Point (BP)		56						
10. PHYSICAL DESCRIPTION				13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE				
				Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted				

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	30	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	60	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (10%)	40
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)	20	<input type="checkbox"/> Heavy Weapons (0%)	50	<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	20
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	40
	<input type="checkbox"/> Bureaucracy (10%)	30	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	60
	<input type="checkbox"/> Computer Science (0%)	20	<input type="checkbox"/> Military Science (0%):	50	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Electrician Electrician Mechanic	40 40	<input type="checkbox"/> Navigate (10%)	50	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	30	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	40	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):	60	<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	20			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	40	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

Check a box when you attempt to use a skill and fail. After the session, add 1 to each checked skill and erase all checks.

DB=0

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	60%		1D4-1				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY
		19. SPECIAL TRAINING
		SKILL OR STAT USED

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL BUNNELL, Trista		2. PROFESSION (RANK IF APPLICABLE) Sailor		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Andice, TX		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 26 (APR 4)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	17	85	Huge
	Constitution (CON)	10	50	
	Dexterity (DEX)	10	50	
	Intelligence (INT)	13	65	Quick witted
	Power (POW)	14	70	Forbearing
	Charisma (CHA)	8	40	Self conscious
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		14	
	Willpower Points (WP)		14	
Sanity Points (SAN)		70		
Breaking Point (BP)		56		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		8
	12. MOTIVATIONS AND MENTAL DISORDERS	
	13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE	
	Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted	

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	60	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (10%)	40
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	30	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)	50	<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	30	<input type="checkbox"/> Stealth (10%)	30
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)	20	<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	60
	<input type="checkbox"/> Bureaucracy (10%)	30	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	40
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):	50	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Electrician Mechanic	40 40	<input type="checkbox"/> Navigate (10%)	50	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)	20	<input type="checkbox"/> Persuade (20%)	20	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)	20	<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):	80	<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	20			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	20	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=2

Check a box when you attempt to use a skill and fail. After the session, add 1 to each checked skill and erase all checks.

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	40%		1D4+1				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY		
		19. SPECIAL TRAINING	SKILL OR STAT USED	
Please indicate why this agent was recruited and why the agent agreed to be recruited.				

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL LITCHFORD, Ethan		2. PROFESSION (RANK IF APPLICABLE) Sailor		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Searsboro, IA		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 31 (MAY 12)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	14	70	Tough
	Constitution (CON)	8	40	Unfit
	Dexterity (DEX)	17	85	Razor sharp
	Intelligence (INT)	10	50	
	Power (POW)	13	65	Strong-willed
	Charisma (CHA)	10	50	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		11	
	Willpower Points (WP)		13	
Sanity Points (SAN)		65		
Breaking Point (BP)		52		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		10
12. MOTIVATIONS AND MENTAL DISORDERS		
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	30
	<input type="checkbox"/> Alertness (20%)	60	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (10%)	40
	<input type="checkbox"/> Anthropology (0%)	20	<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):	20	<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	40
	<input type="checkbox"/> Bureaucracy (10%)	30	<input type="checkbox"/> Melee Weapons (30%)	50	<input type="checkbox"/> Unarmed Combat (40%)	60
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):	70	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Electrician	40	<input type="checkbox"/> Navigate (10%)	50	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Mechanic	40	<input type="checkbox"/> Occult (10%)	30	<input type="checkbox"/>	50
	<input type="checkbox"/> Criminology (10%)	30	<input type="checkbox"/> Persuade (20%)	20	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pilot (0%):	60	<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30			<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	20	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	20			<input type="checkbox"/>	

DB=1

Check a box when you attempt to use a skill and fail. After the session, add 1 to each checked skill and erase all checks.

THIS IS A WORK OF FICTION

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	60%		1D4				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY
		19. SPECIAL TRAINING
		SKILL OR STAT USED

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL NEACE, Melissa		2. PROFESSION (RANK IF APPLICABLE) Sailor		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) West Bend, WI		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 34 (FEB 8)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	11	55	
	Constitution (CON)	10	50	
	Dexterity (DEX)	14	70	Quick footed
	Intelligence (INT)	12	60	
	Power (POW)	15	75	Calm
	Charisma (CHA)	10	50	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		10	
	Willpower Points (WP)		15	
Sanity Points (SAN)		75		
Breaking Point (BP)		60		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE 10
	12. MOTIVATIONS AND MENTAL DISORDERS	
	13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE	
	Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted	

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	60	<input type="checkbox"/> Forensics (0%)	20	<input type="checkbox"/> Science (10%)	60
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)	20	<input type="checkbox"/> Heavy Weapons (0%)	50	<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):	20	<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	30
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)	20	<input type="checkbox"/> Swim (20%)	40
	<input type="checkbox"/> Bureaucracy (10%)	30	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	40
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):	20	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Electrician Electrician Mechanic	40 40	<input type="checkbox"/> Navigate (10%)	50	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	50
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	20	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):	80	<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	20			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	20	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=0

Check a box when you attempt to use a skill and fail. After the session, add 1 to each checked skill and erase all checks.

THIS IS A WORK OF FICTION

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	40%		1D4-1				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY	
		19. SPECIAL TRAINING	SKILL OR STAT USED
		Please indicate why this agent was recruited and why the agent agreed to be recruited.	

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL VO, Quinton		2. PROFESSION (RANK IF APPLICABLE) Sailor		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) San Antonio, TX		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 55 (NOV 5)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES	PSYCHOLOGICAL DATA	11. BONDS	SCORE	
	Strength (STR)	17	85	Strapping			14	
	Constitution (CON)	10	50					
	Dexterity (DEX)	8	40	Uncoordinated				
	Intelligence (INT)	10	50					
	Power (POW)	13	65	Strong-willed				
	Charisma (CHA)	14	70	Likable				
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT		12. MOTIVATIONS AND MENTAL DISORDERS		
	Hit Points (HP)		14					
	Willpower Points (WP)		13					
Sanity Points (SAN)		65						
Breaking Point (BP)		52						
10. PHYSICAL DESCRIPTION					13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE			
					Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted			

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	30
	<input type="checkbox"/> Alertness (20%)	60	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (10%)	60
	<input type="checkbox"/> Anthropology (0%)	20	<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	40
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	20
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	30
	<input type="checkbox"/> Athletics (30%)	50	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	40
	<input type="checkbox"/> Bureaucracy (10%)	30	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	40
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Electrician Electrician Mechanic	40 40	<input type="checkbox"/> Navigate (10%)	50	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	50
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	20	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	30	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):	60 50	<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	20			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	20	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

Check a box when you attempt to use a skill and fail. After the session, add 1 to each checked skill and erase all checks.

DB=2

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	40%		1D4+1				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY
		19. SPECIAL TRAINING
		SKILL OR STAT USED

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL TREADWAY, Caryn		2. PROFESSION (RANK IF APPLICABLE) Sailor		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Jobstown, NJ		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 26 (JAN 19)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	9	45	
	Constitution (CON)	16	80	Resistant
	Dexterity (DEX)	18	90	Acrobatic
	Intelligence (INT)	11	55	
	Power (POW)	14	70	Brave
	Charisma (CHA)	7	35	Offhand
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		12	
	Willpower Points (WP)		14	
Sanity Points (SAN)		70		
Breaking Point (BP)		56		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE 7
	12. MOTIVATIONS AND MENTAL DISORDERS	
	13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE	
	Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted	

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	60	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (10%)	40
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	30	<input type="checkbox"/> Search (20%)	40
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)	70	<input type="checkbox"/> SIGINT (0%)	20
	<input type="checkbox"/> Art (0%):	20	<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	40
	<input type="checkbox"/> Bureaucracy (10%)	30	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	40
	<input type="checkbox"/> Computer Science (0%)	20	<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Electrician Electrician Mechanic	40 40	<input type="checkbox"/> Navigate (10%)	50	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	40	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):	60 50	<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	40			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	20	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=0

Check a box when you attempt to use a skill and fail. After the session, add 1 to each checked skill and erase all checks.

THIS IS A WORK OF FICTION

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	40%		1D4-1				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY	
		19. SPECIAL TRAINING	SKILL OR STAT USED
		Please indicate why this agent was recruited and why the agent agreed to be recruited.	

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL CLASS, Antione		2. PROFESSION (RANK IF APPLICABLE) Sailor		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Melrose, MN		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 26 (OCT 23)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	8	40	Weak
	Constitution (CON)	13	65	Robust
	Dexterity (DEX)	10	50	
	Intelligence (INT)	14	70	Canny
	Power (POW)	10	50	
	Charisma (CHA)	17	85	Irresistible
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		10	
	Willpower Points (WP)		10	
Sanity Points (SAN)		50		
Breaking Point (BP)		40		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS		SCORE
			17
	12. MOTIVATIONS AND MENTAL DISORDERS		
	13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
	Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	30	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	60	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (10%)	40
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)	20	<input type="checkbox"/> Heavy Weapons (0%)	50	<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	30	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	20
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	40
	<input type="checkbox"/> Bureaucracy (10%)	30	<input type="checkbox"/> Melee Weapons (30%)	50	<input type="checkbox"/> Unarmed Combat (40%)	40
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):	70	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Electrician Electrician Mechanic	40 40	<input type="checkbox"/> Navigate (10%)	50	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	20
	<input type="checkbox"/> Demolitions (0%)	20	<input type="checkbox"/> Persuade (20%)	20	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):	60	<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	20			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	20	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=-1

Check a box when you attempt to use a skill and fail. After the session, add 1 to each checked skill and erase all checks.

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	40%		1D4-2				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY
		19. SPECIAL TRAINING
		SKILL OR STAT USED

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL POMPEY, Matthew		2. PROFESSION (RANK IF APPLICABLE) Sailor		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) King William, VA		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 35 (JUL 15)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES	PSYCHOLOGICAL DATA	11. BONDS	SCORE	
	Strength (STR)	10	50				8	
	Constitution (CON)	14	70	Resilient				
	Dexterity (DEX)	17	85	Quick				
	Intelligence (INT)	13	65	Canny				
	Power (POW)	10	50					
	Charisma (CHA)	8	40	Standoffish				
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT		12. MOTIVATIONS AND MENTAL DISORDERS		
	Hit Points (HP)		12					
	Willpower Points (WP)		10					
Sanity Points (SAN)		50						
Breaking Point (BP)		40						
10. PHYSICAL DESCRIPTION				13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE				
				Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted				

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	30	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	60	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (10%)	60
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	30	<input type="checkbox"/> Search (20%)	40
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)	50	<input type="checkbox"/> SIGINT (0%)	20
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	30
	<input type="checkbox"/> Athletics (30%)	50	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	40
	<input type="checkbox"/> Bureaucracy (10%)	30	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	40
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):	50	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Electrician	40	<input type="checkbox"/> Navigate (10%)	50	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Mechanic	40	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Persuade (20%)	20	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pilot (0%):	60	<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Psychotherapy (10%)	30	<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	20				
	<input type="checkbox"/> Firearms (20%)	20				

DB=0

Check a box when you attempt to use a skill and fail. After the session, add 1 to each checked skill and erase all checks.

THIS IS A WORK OF FICTION

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	40%		1D4-1				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY	
		19. SPECIAL TRAINING	SKILL OR STAT USED
		Please indicate why this agent was recruited and why the agent agreed to be recruited.	

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL BUBB, Mike		2. PROFESSION (RANK IF APPLICABLE) Sailor		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Belleville, KS		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 48 (OCT 25)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	13	65	Tough
	Constitution (CON)	17	85	Indefatigable
	Dexterity (DEX)	8	40	Uncoordinated
	Intelligence (INT)	10	50	
	Power (POW)	14	70	Forbearing
	Charisma (CHA)	10	50	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		15	
	Willpower Points (WP)		14	
Sanity Points (SAN)		70		
Breaking Point (BP)		56		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		10
12. MOTIVATIONS AND MENTAL DISORDERS		
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	60	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (10%)	60
	<input type="checkbox"/> Anthropology (0%)	20	<input type="checkbox"/> Heavy Machinery (10%)	30	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)	50	<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	40
	<input type="checkbox"/> Bureaucracy (10%)	30	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	40
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Electrician Electrician Mechanic	40 40	<input type="checkbox"/> Navigate (10%)	50	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	50
	<input type="checkbox"/> Demolitions (0%)	20	<input type="checkbox"/> Persuade (20%)	40	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	30	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):	80	<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	40			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	20	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=1

Check a box when you attempt to use a skill and fail. After the session, add 1 to each checked skill and erase all checks.

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	40%		1D4				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY
		19. SPECIAL TRAINING
		SKILL OR STAT USED

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL BOICE, Fallon		2. PROFESSION (RANK IF APPLICABLE) Sailor	
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Cropwell, AL	
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 49 (DEC 9)	7. EDUCATION AND OCCUPATIONAL HISTORY	

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	15	75	Brawny
	Constitution (CON)	11	55	
	Dexterity (DEX)	10	50	
	Intelligence (INT)	10	50	
	Power (POW)	12	60	
	Charisma (CHA)	14	70	Charming
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		13	
	Willpower Points (WP)		12	
Sanity Points (SAN)		60		
Breaking Point (BP)		48		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE 14
	12. MOTIVATIONS AND MENTAL DISORDERS	
	13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE	
	Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <i>adapted</i> Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <i>adapted</i>	

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	30	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	60	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (10%)	60
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	40
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)	50	<input type="checkbox"/> SIGINT (0%)	20
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	20
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	40
	<input type="checkbox"/> Bureaucracy (10%)	30	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	40
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Electrician Mechanic	40 40	<input type="checkbox"/> Navigate (10%)	50	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)	20	<input type="checkbox"/> Persuade (20%)	20	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	50	<input type="checkbox"/> Pilot (0%):	60 50	<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	20			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	40	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=1

Check a box when you attempt to use a skill and fail. After the session, add 1 to each checked skill and erase all checks.

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	40%		1D4				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY	
		19. SPECIAL TRAINING	SKILL OR STAT USED

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL VALADEZ, Danial		2. PROFESSION (RANK IF APPLICABLE) Sailor		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Almont, CO		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 45 (APR 10)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	11	55	
	Constitution (CON)	13	65	Resilient
	Dexterity (DEX)	12	60	
	Intelligence (INT)	11	55	
	Power (POW)	13	65	Stoic
	Charisma (CHA)	12	60	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		12	
	Willpower Points (WP)		13	
Sanity Points (SAN)		65		
Breaking Point (BP)		52		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		12
	12. MOTIVATIONS AND MENTAL DISORDERS	
	13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE	
	Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted	

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	30
	<input type="checkbox"/> Alertness (20%)	80	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (10%)	40
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	30	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)	50	<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):	20	<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	30
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	40
	<input type="checkbox"/> Bureaucracy (10%)	30	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	60
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):	50	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Electrician Mechanic	40 40	<input type="checkbox"/> Navigate (10%)	50	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	20	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):	80	<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	20			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	40	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=0

Check a box when you attempt to use a skill and fail. After the session, add 1 to each checked skill and erase all checks.

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	60%		1D4-1				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY
		19. SPECIAL TRAINING
		SKILL OR STAT USED

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL EUBANK, Kourtney		2. PROFESSION (RANK IF APPLICABLE) Sailor		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Pewee Valley, KY		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 38 (APR 12)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	8	40	Weak
	Constitution (CON)	17	85	Tough
	Dexterity (DEX)	10	50	
	Intelligence (INT)	14	70	Canny
	Power (POW)	10	50	
	Charisma (CHA)	13	65	Charming
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		12	
	Willpower Points (WP)		10	
Sanity Points (SAN)		50		
Breaking Point (BP)		40		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		13
	12. MOTIVATIONS AND MENTAL DISORDERS	
	13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE	
	Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted	

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	30	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	60	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (10%)	40
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	20
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)	20	<input type="checkbox"/> Swim (20%)	40
	<input type="checkbox"/> Bureaucracy (10%)	30	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	40
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Electrician Electrician Mechanic	60 40	<input type="checkbox"/> Navigate (10%)	50	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	70
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	20	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	30	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):	80 50	<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	40			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	20	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=-1

Check a box when you attempt to use a skill and fail. After the session, add 1 to each checked skill and erase all checks.

THIS IS A WORK OF FICTION

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	40%		1D4-2				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY		
		19. SPECIAL TRAINING	SKILL OR STAT USED	
Please indicate why this agent was recruited and why the agent agreed to be recruited.				

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL LAMSON, Domingo		2. PROFESSION (RANK IF APPLICABLE) Sailor		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Ashwaubenon, WI		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 39 (APR 11)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	14	70	Tough
	Constitution (CON)	16	80	Resilient
	Dexterity (DEX)	8	40	Awkward
	Intelligence (INT)	15	75	Crafty
	Power (POW)	15	75	Unflinching
	Charisma (CHA)	16	80	Approachable
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		15	
	Willpower Points (WP)		15	
Sanity Points (SAN)		75		
Breaking Point (BP)		60		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		16
	12. MOTIVATIONS AND MENTAL DISORDERS	
	13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE	
	Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted	

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	80	<input type="checkbox"/> Forensics (0%)	20	<input type="checkbox"/> Science (10%)	40
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)	50	<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)	20	<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	40
	<input type="checkbox"/> Bureaucracy (10%)	30	<input type="checkbox"/> Melee Weapons (30%)	50	<input type="checkbox"/> Unarmed Combat (40%)	60
	<input type="checkbox"/> Computer Science (0%)	20	<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Electrician Mechanic	40 40	<input type="checkbox"/> Navigate (10%)	50	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	70
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	20	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	50	<input type="checkbox"/> Pilot (0%):	60	<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	20			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	20	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=1

Check a box when you attempt to use a skill and fail. After the session, add 1 to each checked skill and erase all checks.

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	60%		1D4				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY
		19. SPECIAL TRAINING
		SKILL OR STAT USED

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL BAUGH, Clarissa		2. PROFESSION (RANK IF APPLICABLE) Sailor		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Mount Dora, FL		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 55 (AUG 11)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	11	55	
	Constitution (CON)	12	60	
	Dexterity (DEX)	11	55	
	Intelligence (INT)	12	60	
	Power (POW)	13	65	Strong-willed
	Charisma (CHA)	13	65	Likable
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		12	
	Willpower Points (WP)		13	
Sanity Points (SAN)		65		
Breaking Point (BP)		52		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		13
	12. MOTIVATIONS AND MENTAL DISORDERS	
	13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE	
	Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted	

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	30	<input type="checkbox"/> First Aid (10%)	30	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	60	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (10%)	60
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	40
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)	50	<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):	20	<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)	20	<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	40
	<input type="checkbox"/> Bureaucracy (10%)	30	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	40
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):	50	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Electrician	40	<input type="checkbox"/> Navigate (10%)	50	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Mechanic	40	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Criminology (10%)	30	<input type="checkbox"/> Persuade (20%)	20	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Pharmacy (0%)	20	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pilot (0%):	60	<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30			<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	20	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	20			<input type="checkbox"/>	

DB=0

Check a box when you attempt to use a skill and fail. After the session, add 1 to each checked skill and erase all checks.

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	40%		1D4-1				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY
		19. SPECIAL TRAINING
		SKILL OR STAT USED

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL AVERY, Spencer			2. PROFESSION (RANK IF APPLICABLE) Sailor		
	3. EMPLOYER			4. NATIONALITY (U.S.A.) Sun City, AZ		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____		6. AGE AND D.O.B. 32 (FEB 20)		7. EDUCATION AND OCCUPATIONAL HISTORY	

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	13	65	Muscular
	Constitution (CON)	8	40	Unwell
	Dexterity (DEX)	10	50	
	Intelligence (INT)	14	70	Ingenious
	Power (POW)	17	85	Imperturbable
	Charisma (CHA)	10	50	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		10	
	Willpower Points (WP)		17	
Sanity Points (SAN)		85		
Breaking Point (BP)		68		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS		SCORE
			10
	12. MOTIVATIONS AND MENTAL DISORDERS		
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE			
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted			

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	60	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (10%)	40
	<input type="checkbox"/> Anthropology (0%)	20	<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)	70	<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	50	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	40
	<input type="checkbox"/> Bureaucracy (10%)	30	<input type="checkbox"/> Melee Weapons (30%)	50	<input type="checkbox"/> Unarmed Combat (40%)	40
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Electrician Electrician Mechanic	60 40	<input type="checkbox"/> Navigate (10%)	50	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	50
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	20	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	30	<input type="checkbox"/> Pharmacy (0%)	20	<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):	60	<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	20			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	20	<input type="checkbox"/> Psychotherapy (10%)	30	<input type="checkbox"/>	

DB=1

Check a box when you attempt to use a skill and fail. After the session, add 1 to each checked skill and erase all checks.

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INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	40%		1D4				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY
		19. SPECIAL TRAINING
		SKILL OR STAT USED

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL HOTCHKISS, Helena		2. PROFESSION (RANK IF APPLICABLE) Sailor		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Houston, TX		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 30 (FEB 24)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	13	65	Powerful
	Constitution (CON)	13	65	Fit
	Dexterity (DEX)	11	55	
	Intelligence (INT)	11	55	
	Power (POW)	12	60	
	Charisma (CHA)	12	60	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		13	
	Willpower Points (WP)		12	
Sanity Points (SAN)		60		
Breaking Point (BP)		48		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		12
	12. MOTIVATIONS AND MENTAL DISORDERS	
	13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE	
	Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted	

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	60	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (10%)	60
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	30	<input type="checkbox"/> Search (20%)	40
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	20
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	50	<input type="checkbox"/> Medicine (0%)	20	<input type="checkbox"/> Swim (20%)	40
	<input type="checkbox"/> Bureaucracy (10%)	50	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	40
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):	50	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Electrician Mechanic	40 40	<input type="checkbox"/> Navigate (10%)	50	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)	20	<input type="checkbox"/> Persuade (20%)	20	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):	60 50	<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	20			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	20	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=1

Check a box when you attempt to use a skill and fail. After the session, add 1 to each checked skill and erase all checks.

THIS IS A WORK OF FICTION

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	40%		1D4				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY	
		19. SPECIAL TRAINING	SKILL OR STAT USED
Please indicate why this agent was recruited and why the agent agreed to be recruited.			

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL MCROY, Kirk		2. PROFESSION (RANK IF APPLICABLE) Sailor		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Paducah, KY		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 33 (JUN 25)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES	PSYCHOLOGICAL DATA	11. BONDS	SCORE	
	Strength (STR)	11	55				11	
	Constitution (CON)	13	65	Resilient				
	Dexterity (DEX)	13	65	Nimble				
	Intelligence (INT)	12	60					
	Power (POW)	12	60					
	Charisma (CHA)	11	55					
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT		12. MOTIVATIONS AND MENTAL DISORDERS		
	Hit Points (HP)		12					
	Willpower Points (WP)		12					
Sanity Points (SAN)		60						
Breaking Point (BP)		48						
10. PHYSICAL DESCRIPTION				13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE				
				Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted				

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	60	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (10%)	60
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	40
	<input type="checkbox"/> Archeology (0%)	20	<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	20
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	30	<input type="checkbox"/> Surgery (0%)	20
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	50	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	40
	<input type="checkbox"/> Bureaucracy (10%)	30	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	40
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Electrician Electrician Mechanic	40 40	<input type="checkbox"/> Navigate (10%)	70	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	50
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	20	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):	60 50	<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	20			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	20	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

Check a box when you attempt to use a skill and fail. After the session, add 1 to each checked skill and erase all checks.

DB=0

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	40%		1D4-1				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY	
		19. SPECIAL TRAINING	SKILL OR STAT USED

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL CHENIER, Emma		2. PROFESSION (RANK IF APPLICABLE) Sailor		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) New Auburn, WI		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 52 (MAR 12)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	11	55	
	Constitution (CON)	13	65	Robust
	Dexterity (DEX)	13	65	Quick footed
	Intelligence (INT)	12	60	
	Power (POW)	11	55	
	Charisma (CHA)	12	60	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		12	
	Willpower Points (WP)		11	
Sanity Points (SAN)		55		
Breaking Point (BP)		44		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		12
	12. MOTIVATIONS AND MENTAL DISORDERS	
	13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE	
	Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted	

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	60	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (10%)	40
	<input type="checkbox"/> Anthropology (0%)	20	<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)	70	<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	30	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)	20	<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	30
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	40
	<input type="checkbox"/> Bureaucracy (10%)	30	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	60
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):	50	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Electrician Electrician Mechanic	40 40	<input type="checkbox"/> Navigate (10%)	50	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	20	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	50	<input type="checkbox"/> Pilot (0%):	60	<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	20			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	40	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=0

Check a box when you attempt to use a skill and fail. After the session, add 1 to each checked skill and erase all checks.

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	60%		1D4-1				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY	
		19. SPECIAL TRAINING	SKILL OR STAT USED
		Please indicate why this agent was recruited and why the agent agreed to be recruited.	

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL KERRICK, Kevin		2. PROFESSION (RANK IF APPLICABLE) Sailor		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Fairchild, WI		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 51 (JAN 10)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES	PSYCHOLOGICAL DATA	11. BONDS	SCORE	
	Strength (STR)	13	65	Powerful			11	
	Constitution (CON)	12	60					
	Dexterity (DEX)	13	65	Lithe				
	Intelligence (INT)	12	60					
	Power (POW)	11	55					
	Charisma (CHA)	11	55					
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT		12. MOTIVATIONS AND MENTAL DISORDERS		
	Hit Points (HP)		12					
	Willpower Points (WP)		11					
Sanity Points (SAN)		55						
Breaking Point (BP)		44						
10. PHYSICAL DESCRIPTION				13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE				
				Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted				

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	30	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	60	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (10%): Meteorology	40
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	30	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)	20	<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	20
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)	20	<input type="checkbox"/> Swim (20%)	60
	<input type="checkbox"/> Bureaucracy (10%)	50	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	40
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Electrician	40	<input type="checkbox"/> Navigate (10%)	50	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Mechanic	40	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	50
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Persuade (20%)	20	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pilot (0%):	60	<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30		50	<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	20	<input type="checkbox"/> Psychotherapy (10%)	30	<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	20			<input type="checkbox"/>	

Check a box when you attempt to use a skill and fail. After the session, add 1 to each checked skill and erase all checks.

DB=1

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	40%		1D4				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY	
		19. SPECIAL TRAINING	SKILL OR STAT USED
		Please indicate why this agent was recruited and why the agent agreed to be recruited.	

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL STAUDT, Janell		2. PROFESSION (RANK IF APPLICABLE) Scientist		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Nocona, TX		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 45 (DEC 3)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	11	55	
	Constitution (CON)	11	55	
	Dexterity (DEX)	13	65	Slick
	Intelligence (INT)	13	65	Sharp
	Power (POW)	14	70	Strong-willed
	Charisma (CHA)	14	70	Prepossessing
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		11	
	Willpower Points (WP)		14	
Sanity Points (SAN)		70		
Breaking Point (BP)		56		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE	
		14	
		14	
		14	
	12. MOTIVATIONS AND MENTAL DISORDERS		
	13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted			

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	20	<input type="checkbox"/> Forensics (0%)	60	<input type="checkbox"/> Science (0%):	60 50 50
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)	20	<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)	20	<input type="checkbox"/> Law (0%)	20	<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)	20	<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	40	<input type="checkbox"/> Melee Weapons (30%)	50	<input type="checkbox"/> Unarmed Combat (40%)	40
	<input type="checkbox"/> Computer Science (0%)	40	<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):	60	<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	30	<input type="checkbox"/>	40
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	20	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	20			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	20	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=0

Check a box when you attempt to use a skill and fail. After the session, add 1 to each checked skill and erase all checks.

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INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	40%		1D4-1				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY
		19. SPECIAL TRAINING
		SKILL OR STAT USED

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL POOLER, Laron		2. PROFESSION (RANK IF APPLICABLE) Scientist		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Alpine, CA		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 43 (MAR 17)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	12	60	
	Constitution (CON)	14	70	Resilient
	Dexterity (DEX)	15	75	Lithe
	Intelligence (INT)	11	55	
	Power (POW)	13	65	Unflinching
	Charisma (CHA)	15	75	Likable
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		13	
	Willpower Points (WP)		13	
Sanity Points (SAN)		65		
Breaking Point (BP)		52		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		15
		15
		15
12. MOTIVATIONS AND MENTAL DISORDERS		
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	70	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	20	<input type="checkbox"/> Forensics (0%)	40	<input type="checkbox"/> Science (0%):	60 50 50
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	30	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):	20	<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	50	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	40	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	60
	<input type="checkbox"/> Computer Science (0%)	40	<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	30	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	30	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	20	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	30	<input type="checkbox"/> Pharmacy (0%)	40	<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	20			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	20	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=0

Check a box when you attempt to use a skill and fail. After the session, add 1 to each checked skill and erase all checks.

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	60%		1D4-1				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY
		19. SPECIAL TRAINING
		SKILL OR STAT USED

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL FINCHER, Traci		2. PROFESSION (RANK IF APPLICABLE) Scientist		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Apalachicola, FL		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 49 (JUL 27)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	10	50	
	Constitution (CON)	15	75	Robust
	Dexterity (DEX)	13	65	Lithe
	Intelligence (INT)	13	65	Crafty
	Power (POW)	17	85	Indomitable
	Charisma (CHA)	10	50	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		12	
	Willpower Points (WP)		17	
Sanity Points (SAN)		85		
Breaking Point (BP)		68		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		10
		10
		10
	12. MOTIVATIONS AND MENTAL DISORDERS	
	13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE	
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	50	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	40	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	60 50 50
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	30	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)	40	<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	50	<input type="checkbox"/> Medicine (0%)	20	<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	40	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	60
	<input type="checkbox"/> Computer Science (0%)	40	<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	30	<input type="checkbox"/> Occult (10%)	30	<input type="checkbox"/>	40
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	20	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):	20	<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	20			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	20	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=0

Check a box when you attempt to use a skill and fail. After the session, add 1 to each checked skill and erase all checks.

THIS IS A WORK OF FICTION

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	60%		1D4-1				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY
		19. SPECIAL TRAINING
		SKILL OR STAT USED

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL COLVIN, Joe		2. PROFESSION (RANK IF APPLICABLE) Scientist		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Kessler, WV		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 34 (DEC 19)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	17	85	Strapping
	Constitution (CON)	10	50	
	Dexterity (DEX)	14	70	Deft
	Intelligence (INT)	13	65	Astute
	Power (POW)	8	40	Meek
	Charisma (CHA)	10	50	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		14	
	Willpower Points (WP)		8	
Sanity Points (SAN)		40		
Breaking Point (BP)		32		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		10
		10
		10
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	50	<input type="checkbox"/> First Aid (10%)	30	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	20	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	60 50 50
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	30	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	20
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)	40	<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	50	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	40	<input type="checkbox"/> Melee Weapons (30%)	50	<input type="checkbox"/> Unarmed Combat (40%)	60
	<input type="checkbox"/> Computer Science (0%)	40	<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):	40	<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	20	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	20			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	40	<input type="checkbox"/> Psychotherapy (10%)	30	<input type="checkbox"/>	

DB=2

Check a box when you attempt to use a skill and fail. After the session, add 1 to each checked skill and erase all checks.

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	60%		1D4+1				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY
		19. SPECIAL TRAINING
		SKILL OR STAT USED

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL MAURO, Chantelle		2. PROFESSION (RANK IF APPLICABLE) Scientist		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Pleasanton, IA		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 52 (JUL 15)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	11	55	
	Constitution (CON)	11	55	
	Dexterity (DEX)	13	65	Deft
	Intelligence (INT)	12	60	
	Power (POW)	12	60	
	Charisma (CHA)	13	65	Outgoing
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		11	
	Willpower Points (WP)		12	
Sanity Points (SAN)		60		
Breaking Point (BP)		48		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		13
		13
		13
12. MOTIVATIONS AND MENTAL DISORDERS		
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	30	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	40	<input type="checkbox"/> Forensics (0%)	40	<input type="checkbox"/> Science (0%):	60 50 50
	<input type="checkbox"/> Anthropology (0%)	20	<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	20
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)	20	<input type="checkbox"/> Law (0%)	40	<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	40
	<input type="checkbox"/> Bureaucracy (10%)	40	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	40
	<input type="checkbox"/> Computer Science (0%)	40	<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	30	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	20	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)	40	<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	40			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	20	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=0

Check a box when you attempt to use a skill and fail. After the session, add 1 to each checked skill and erase all checks.

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	40%		1D4-1				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY		
			19. SPECIAL TRAINING	SKILL OR STAT USED
Please indicate why this agent was recruited and why the agent agreed to be recruited.				

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL BRAINERD, Darin		2. PROFESSION (RANK IF APPLICABLE) Scientist		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Bryan, OH		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 48 (FEB 24)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	10	50	
	Constitution (CON)	14	70	Resilient
	Dexterity (DEX)	15	75	Lithe
	Intelligence (INT)	9	45	
	Power (POW)	9	45	
	Charisma (CHA)	18	90	Irresistible
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		12	
	Willpower Points (WP)		9	
Sanity Points (SAN)		45		
Breaking Point (BP)		36		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		18
		18
		18
	12. MOTIVATIONS AND MENTAL DISORDERS	
	13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE	
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	30	<input type="checkbox"/> First Aid (10%)	30	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	40	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	60 50 50
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	20
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	30	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)	40	<input type="checkbox"/> Survival (10%)	30
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	60	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	40
	<input type="checkbox"/> Computer Science (0%)	40	<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):	40	<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	30	<input type="checkbox"/>	40
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	20	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	20			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	20	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=0

Check a box when you attempt to use a skill and fail. After the session, add 1 to each checked skill and erase all checks.

THIS IS A WORK OF FICTION

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	40%		1D4-1				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY
		19. SPECIAL TRAINING
		SKILL OR STAT USED

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL NORTHUP, Jesica		2. PROFESSION (RANK IF APPLICABLE) Scientist		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) White Oak, WV		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 50 (JUL 16)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	11	55	
	Constitution (CON)	12	60	
	Dexterity (DEX)	13	65	Slick
	Intelligence (INT)	12	60	
	Power (POW)	11	55	
	Charisma (CHA)	13	65	Charming
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		12	
	Willpower Points (WP)		11	
Sanity Points (SAN)		55		
Breaking Point (BP)		44		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		13
		13
		13
12. MOTIVATIONS AND MENTAL DISORDERS		
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	30	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	20	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	60
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	30	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	20
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)	40	<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	50	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	40	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	60
	<input type="checkbox"/> Computer Science (0%)	40	<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):	40	<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	30	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	40
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	20	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	30	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):	20	<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	20			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	20	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=0

Check a box when you attempt to use a skill and fail. After the session, add 1 to each checked skill and erase all checks.

THIS IS A WORK OF FICTION

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	60%		1D4-1				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY	
		19. SPECIAL TRAINING	SKILL OR STAT USED

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL SEGREST, Santos		2. PROFESSION (RANK IF APPLICABLE) Scientist		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Dubuque, IA		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 32 (FEB 7)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	15	75	Muscular
	Constitution (CON)	14	70	Perfect health
	Dexterity (DEX)	12	60	
	Intelligence (INT)	11	55	
	Power (POW)	10	50	
	Charisma (CHA)	10	50	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		14	
	Willpower Points (WP)		10	
Sanity Points (SAN)		50		
Breaking Point (BP)		40		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		10
		10
		10
12. MOTIVATIONS AND MENTAL DISORDERS		
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	30	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	20	<input type="checkbox"/> Forensics (0%)	40	<input type="checkbox"/> Science (0%):	60 50 50
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	30	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)	20	<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)	40	<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	40	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	40
	<input type="checkbox"/> Computer Science (0%)	60	<input type="checkbox"/> Military Science (0%):	20	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	30	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	30	<input type="checkbox"/>	40
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	20	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):	20	<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	20			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	20	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=1

Check a box when you attempt to use a skill and fail. After the session, add 1 to each checked skill and erase all checks.

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	40%		1D4				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY	
		19. SPECIAL TRAINING	SKILL OR STAT USED
		Please indicate why this agent was recruited and why the agent agreed to be recruited.	

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL KREIDER, Latosha			2. PROFESSION (RANK IF APPLICABLE) Scientist		
	3. EMPLOYER			4. NATIONALITY (U.S.A.) Ruffin, SC		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____		6. AGE AND D.O.B. 49 (MAY 6)		7. EDUCATION AND OCCUPATIONAL HISTORY	

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	13	65	Brawny
	Constitution (CON)	12	60	
	Dexterity (DEX)	12	60	
	Intelligence (INT)	13	65	Canny
	Power (POW)	11	55	
	Charisma (CHA)	11	55	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		12	
	Willpower Points (WP)		11	
Sanity Points (SAN)		55		
Breaking Point (BP)		44		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS		SCORE	
			11	
			11	
			11	
	12. MOTIVATIONS AND MENTAL DISORDERS			
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE				
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted				

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	20	<input type="checkbox"/> Forensics (0%)	40	<input type="checkbox"/> Science (0%):	60 50 50
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	30	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)	20	<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)	20	<input type="checkbox"/> Law (0%)	60	<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	40	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	40
	<input type="checkbox"/> Computer Science (0%)	40	<input type="checkbox"/> Military Science (0%):	20	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)	20	<input type="checkbox"/> Persuade (20%)	40	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)	40	<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):	20	<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	20			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	20	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=1

Check a box when you attempt to use a skill and fail. After the session, add 1 to each checked skill and erase all checks.

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	40%		1D4				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY
		19. SPECIAL TRAINING
		SKILL OR STAT USED

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL UY, Jesse		2. PROFESSION (RANK IF APPLICABLE) Scientist		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Warsaw, NY		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 42 (JAN 6)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	10	50	
	Constitution (CON)	8	40	Frail
	Dexterity (DEX)	13	65	Lithe
	Intelligence (INT)	10	50	
	Power (POW)	17	85	Imperturbable
	Charisma (CHA)	14	70	Outgoing
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		9	
	Willpower Points (WP)		17	
Sanity Points (SAN)		85		
Breaking Point (BP)		68		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE	
		14	
		14	
		14	
	12. MOTIVATIONS AND MENTAL DISORDERS		
	13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted			

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	70	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	20	<input type="checkbox"/> Forensics (0%)	20	<input type="checkbox"/> Science (0%):	60 50 50
	<input type="checkbox"/> Anthropology (0%)	20	<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	40
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)	20	<input type="checkbox"/> Law (0%)	20	<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	40	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	40
	<input type="checkbox"/> Computer Science (0%)	40	<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	30	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	30	<input type="checkbox"/>	40
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	20	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)	40	<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	20			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	20	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=0

Check a box when you attempt to use a skill and fail. After the session, add 1 to each checked skill and erase all checks.

THIS IS A WORK OF FICTION

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	40%		1D4-1				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY	
		19. SPECIAL TRAINING	SKILL OR STAT USED
Please indicate why this agent was recruited and why the agent agreed to be recruited.			

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL KENDIG, Kerry		2. PROFESSION (RANK IF APPLICABLE) Scientist		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Parkville, MN		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 30 (MAY 15)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	12	60	
	Constitution (CON)	10	50	
	Dexterity (DEX)	15	75	Lithe
	Intelligence (INT)	10	50	
	Power (POW)	11	55	
	Charisma (CHA)	14	70	Outgoing
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		11	
	Willpower Points (WP)		11	
Sanity Points (SAN)		55		
Breaking Point (BP)		44		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		14
		14
		14
12. MOTIVATIONS AND MENTAL DISORDERS		
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	40	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	60
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)	40	<input type="checkbox"/> Survival (10%)	30
	<input type="checkbox"/> Athletics (30%)	50	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	40	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	40
	<input type="checkbox"/> Computer Science (0%)	60	<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):	40	<input type="checkbox"/> Navigate (10%)	30	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	20
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	20	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)	60	<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	50	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	20			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	20	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=0

Check a box when you attempt to use a skill and fail. After the session, add 1 to each checked skill and erase all checks.

THIS IS A WORK OF FICTION

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	40%		1D4-1				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY	
		19. SPECIAL TRAINING	SKILL OR STAT USED
		Please indicate why this agent was recruited and why the agent agreed to be recruited.	

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL DICKENSON, Agustin		2. PROFESSION (RANK IF APPLICABLE) Scientist		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Franklin, NJ		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 27 (MAR 19)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES	PSYCHOLOGICAL DATA	11. BONDS	SCORE	
	Strength (STR)	14	70	Powerful			11	
	Constitution (CON)	15	75	Perfect health			11	
	Dexterity (DEX)	12	60				11	
	Intelligence (INT)	10	50					
	Power (POW)	10	50					
	Charisma (CHA)	11	55					
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT		12. MOTIVATIONS AND MENTAL DISORDERS		
	Hit Points (HP)		14					
	Willpower Points (WP)		10					
Sanity Points (SAN)		50						
Breaking Point (BP)		40						
10. PHYSICAL DESCRIPTION				13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE				
				Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted				

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	30	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	20	<input type="checkbox"/> Forensics (0%)	60	<input type="checkbox"/> Science (0%):	60 50 50
	<input type="checkbox"/> Anthropology (0%)	20	<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):	20	<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)	20	<input type="checkbox"/> Law (0%)	40	<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	60	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	40
	<input type="checkbox"/> Computer Science (0%)	40	<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):	60	<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	20	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)	20	<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	20			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	20	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

Check a box when you attempt to use a skill and fail. After the session, add 1 to each checked skill and erase all checks.

DB=1

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	40%		1D4				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY
		19. SPECIAL TRAINING
		SKILL OR STAT USED

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL HARTLEY, Nikole		2. PROFESSION (RANK IF APPLICABLE) Scientist		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Philadelphia, PA		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 43 (AUG 8)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	17	85	Huge
	Constitution (CON)	10	50	
	Dexterity (DEX)	14	70	Quick footed
	Intelligence (INT)	8	40	Oblivious
	Power (POW)	13	65	Strong-willed
	Charisma (CHA)	10	50	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		14	
	Willpower Points (WP)		13	
Sanity Points (SAN)		65		
Breaking Point (BP)		52		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		10
		10
		10
12. MOTIVATIONS AND MENTAL DISORDERS		
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	70	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	20	<input type="checkbox"/> Forensics (0%)	40	<input type="checkbox"/> Science (0%):	60 50 50
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)	20	<input type="checkbox"/> SIGINT (0%)	20
	<input type="checkbox"/> Art (0%):	20	<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	30
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)	20	<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	40	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	60
	<input type="checkbox"/> Computer Science (0%)	40	<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):	40	<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	30	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	20	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	20			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	20	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=2

Check a box when you attempt to use a skill and fail. After the session, add 1 to each checked skill and erase all checks.

THIS IS A WORK OF FICTION

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	60%		1D4+1				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY
		19. SPECIAL TRAINING
		SKILL OR STAT USED

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL STULTS, Anthony		2. PROFESSION (RANK IF APPLICABLE) Scientist		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Hewett, WV		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 33 (JUN 28)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	12	60	
	Constitution (CON)	15	75	Resistant
	Dexterity (DEX)	11	55	
	Intelligence (INT)	14	70	Crafty
	Power (POW)	10	50	
	Charisma (CHA)	10	50	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		14	
	Willpower Points (WP)		10	
Sanity Points (SAN)		50		
Breaking Point (BP)		40		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		10
		10
		10
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	50	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	20	<input type="checkbox"/> Forensics (0%)	20	<input type="checkbox"/> Science (0%):	60 50 50
	<input type="checkbox"/> Anthropology (0%)	20	<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	40
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	30	<input type="checkbox"/> Surgery (0%)	20
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	60	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	40
	<input type="checkbox"/> Computer Science (0%)	40	<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):	40	<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	20	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)	40	<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	50	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	20			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	40	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=0

Check a box when you attempt to use a skill and fail. After the session, add 1 to each checked skill and erase all checks.

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	40%		1D4-1				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY
		19. SPECIAL TRAINING
		SKILL OR STAT USED

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL ROBB, Cortney		2. PROFESSION (RANK IF APPLICABLE) Scientist		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Springport, MI		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 44 (MAY 26)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	10	50	
	Constitution (CON)	15	75	Resilient
	Dexterity (DEX)	11	55	
	Intelligence (INT)	14	70	Cunning
	Power (POW)	12	60	
	Charisma (CHA)	10	50	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		12	
	Willpower Points (WP)		12	
Sanity Points (SAN)		60		
Breaking Point (BP)		48		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		10
		10
		10
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	50	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	20	<input type="checkbox"/> Forensics (0%)	20	<input type="checkbox"/> Science (0%):	60 50 50
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	40
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):	20	<input type="checkbox"/> History (10%)	30	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	20
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)	40	<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	40	<input type="checkbox"/> Melee Weapons (30%)	50	<input type="checkbox"/> Unarmed Combat (40%)	40
	<input type="checkbox"/> Computer Science (0%)	40	<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	40
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	20	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	30	<input type="checkbox"/> Pharmacy (0%)	20	<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	20			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	20	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=0

Check a box when you attempt to use a skill and fail. After the session, add 1 to each checked skill and erase all checks.

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	40%		1D4-1				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY	
		19. SPECIAL TRAINING	SKILL OR STAT USED
		Please indicate why this agent was recruited and why the agent agreed to be recruited.	

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL BATOR, Kent		2. PROFESSION (RANK IF APPLICABLE) Scientist		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Rarden, OH		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 44 (SEP 22)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	12	60	
	Constitution (CON)	13	65	Resilient
	Dexterity (DEX)	11	55	
	Intelligence (INT)	13	65	Quick witted
	Power (POW)	12	60	
	Charisma (CHA)	11	55	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		12	
	Willpower Points (WP)		12	
Sanity Points (SAN)		60		
Breaking Point (BP)		48		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		11
		11
		11
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	50	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	40	<input type="checkbox"/> Forensics (0%)	40	<input type="checkbox"/> Science (0%):	60 50 50
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	20
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	20
	<input type="checkbox"/> Artillery (0%)	20	<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	60	<input type="checkbox"/> Melee Weapons (30%)	50	<input type="checkbox"/> Unarmed Combat (40%)	40
	<input type="checkbox"/> Computer Science (0%)	40	<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):	40	<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	20	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	50	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	20			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	40	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=0

Check a box when you attempt to use a skill and fail. After the session, add 1 to each checked skill and erase all checks.

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	40%		1D4-1				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY	
		19. SPECIAL TRAINING	SKILL OR STAT USED

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL JUDY, Bobbi		2. PROFESSION (RANK IF APPLICABLE) Scientist		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) North Hills, CA		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 47 (FEB 1)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	10	50	
	Constitution (CON)	11	55	
	Dexterity (DEX)	12	60	
	Intelligence (INT)	10	50	
	Power (POW)	15	75	Brave
	Charisma (CHA)	14	70	Outgoing
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		10	
	Willpower Points (WP)		15	
Sanity Points (SAN)		75		
Breaking Point (BP)		60		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		14
		14
		14
	12. MOTIVATIONS AND MENTAL DISORDERS	
	13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE	
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	50	<input type="checkbox"/> First Aid (10%)	30	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	20	<input type="checkbox"/> Forensics (0%)	40	<input type="checkbox"/> Science (0%):	80 50 50
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	30	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	20
	<input type="checkbox"/> Artillery (0%)	20	<input type="checkbox"/> Law (0%)	40	<input type="checkbox"/> Survival (10%)	30
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	60	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	40
	<input type="checkbox"/> Computer Science (0%)	40	<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	20	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):	20	<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	20			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	20	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=0

Check a box when you attempt to use a skill and fail. After the session, add 1 to each checked skill and erase all checks.

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	40%		1D4-1				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY
		19. SPECIAL TRAINING
		SKILL OR STAT USED

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL PHILLIP, Cale		2. PROFESSION (RANK IF APPLICABLE) Scientist		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Minneapolis, MN		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 32 (MAY 17)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES	PSYCHOLOGICAL DATA	11. BONDS	SCORE	
	Strength (STR)	13	65	Muscular			12	
	Constitution (CON)	11	55				12	
	Dexterity (DEX)	11	55				12	
	Intelligence (INT)	13	65	Perceptive				
	Power (POW)	12	60					
	Charisma (CHA)	12	60					
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT		12. MOTIVATIONS AND MENTAL DISORDERS		
	Hit Points (HP)		12					
	Willpower Points (WP)		12					
Sanity Points (SAN)		60						
Breaking Point (BP)		48						
10. PHYSICAL DESCRIPTION				13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE				
				Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <i>adapted</i> Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <i>adapted</i>				

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	50	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	40	<input type="checkbox"/> Forensics (0%)	40	<input type="checkbox"/> Science (0%):	60 50 50
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	40
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):	20	<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)	60	<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	40
	<input type="checkbox"/> Bureaucracy (10%)	40	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	40
	<input type="checkbox"/> Computer Science (0%)	40	<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	30	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	20	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):	20	<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	40			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	20	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

Check a box when you attempt to use a skill and fail. After the session, add 1 to each checked skill and erase all checks.

DB=1

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	40%		1D4				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY
		19. SPECIAL TRAINING
		SKILL OR STAT USED

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL NOWELL, Mollie		2. PROFESSION (RANK IF APPLICABLE) Scientist		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Arcola, IL		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 35 (JUN 21)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES	PSYCHOLOGICAL DATA	11. BONDS	SCORE
	Strength (STR)	14	70	Muscular		16	
	Constitution (CON)	16	80	Robust		16	
	Dexterity (DEX)	14	70	Agile		16	
	Intelligence (INT)	18	90	Brilliant			
	Power (POW)	16	80	Strong-willed			
	Charisma (CHA)	16	80	Friendly			
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT		12. MOTIVATIONS AND MENTAL DISORDERS	
	Hit Points (HP)		15				
	Willpower Points (WP)		16				
Sanity Points (SAN)		80					
Breaking Point (BP)		64					
10. PHYSICAL DESCRIPTION				13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE			
				Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted			

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	30
	<input type="checkbox"/> Alertness (20%)	20	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	60 50 50
	<input type="checkbox"/> Anthropology (0%)	20	<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	30
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	40	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	40
	<input type="checkbox"/> Computer Science (0%)	40	<input type="checkbox"/> Military Science (0%):	20	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):	40	<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	40
	<input type="checkbox"/> Demolitions (0%)	20	<input type="checkbox"/> Persuade (20%)	20	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)	60	<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	20			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	40	<input type="checkbox"/> Psychotherapy (10%)	30	<input type="checkbox"/>	

Check a box when you attempt to use a skill and fail. After the session, add 1 to each checked skill and erase all checks.

DB=1

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	40%		1D4				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY
		19. SPECIAL TRAINING
		SKILL OR STAT USED

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL ERBY, Chad		2. PROFESSION (RANK IF APPLICABLE) Scientist		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Bassfield, MS		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 44 (MAR 25)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	12	60	
	Constitution (CON)	12	60	
	Dexterity (DEX)	11	55	
	Intelligence (INT)	11	55	
	Power (POW)	13	65	Stoic
	Charisma (CHA)	13	65	Outgoing
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		12	
	Willpower Points (WP)		13	
Sanity Points (SAN)		65		
Breaking Point (BP)		52		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE	
		13	
		13	
		13	
	12. MOTIVATIONS AND MENTAL DISORDERS		
	13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted			

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	30
	<input type="checkbox"/> Alertness (20%)	20	<input type="checkbox"/> Forensics (0%)	40	<input type="checkbox"/> Science (0%):	80 50 50
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	30	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)	20	<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	20
	<input type="checkbox"/> Artillery (0%)	20	<input type="checkbox"/> Law (0%)	40	<input type="checkbox"/> Survival (10%)	30
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	40	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	40
	<input type="checkbox"/> Computer Science (0%)	40	<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):	40	<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	20	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	30	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	20			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	20	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=0

Check a box when you attempt to use a skill and fail. After the session, add 1 to each checked skill and erase all checks.

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	40%		1D4-1				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY
		19. SPECIAL TRAINING
		SKILL OR STAT USED

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL SUBER, Eva		2. PROFESSION (RANK IF APPLICABLE) Scientist		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Darlington, PA		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 48 (MAY 17)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	12	60	
	Constitution (CON)	13	65	Robust
	Dexterity (DEX)	11	55	
	Intelligence (INT)	13	65	Cunning
	Power (POW)	11	55	
	Charisma (CHA)	12	60	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		12	
	Willpower Points (WP)		11	
Sanity Points (SAN)		55		
Breaking Point (BP)		44		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		12
		12
		12
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	50	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	30
	<input type="checkbox"/> Alertness (20%)	20	<input type="checkbox"/> Forensics (0%)	40	<input type="checkbox"/> Science (0%):	60 50 50
	<input type="checkbox"/> Anthropology (0%)	20	<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)	20	<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	20
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)	20	<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	40	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	40
	<input type="checkbox"/> Computer Science (0%)	60	<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	40
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	20	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	50	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	20			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	40	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=0

Check a box when you attempt to use a skill and fail. After the session, add 1 to each checked skill and erase all checks.

THIS IS A WORK OF FICTION

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	40%		1D4-1				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY
		19. SPECIAL TRAINING
		SKILL OR STAT USED

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL HEIDE, Cordell		2. PROFESSION (RANK IF APPLICABLE) Scientist		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Chamblee, GA		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 29 (FEB 1)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	14	70	Brawny
	Constitution (CON)	10	50	
	Dexterity (DEX)	8	40	Bulky
	Intelligence (INT)	7	35	Shallow
	Power (POW)	12	60	
	Charisma (CHA)	11	55	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		12	
	Willpower Points (WP)		12	
Sanity Points (SAN)		60		
Breaking Point (BP)		48		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		11
		11
		11
12. MOTIVATIONS AND MENTAL DISORDERS		
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	20	<input type="checkbox"/> Forensics (0%)	60	<input type="checkbox"/> Science (0%):	80
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)	20	<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	30	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)	60	<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	40	<input type="checkbox"/> Melee Weapons (30%)	50	<input type="checkbox"/> Unarmed Combat (40%)	40
	<input type="checkbox"/> Computer Science (0%)	40	<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	40
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	20	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	40			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	20	<input type="checkbox"/> Psychotherapy (10%)	30	<input type="checkbox"/>	

DB=1

Check a box when you attempt to use a skill and fail. After the session, add 1 to each checked skill and erase all checks.

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	40%		1D4				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY	
		19. SPECIAL TRAINING	SKILL OR STAT USED
		Please indicate why this agent was recruited and why the agent agreed to be recruited.	

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL BUERGER, Octavia		2. PROFESSION (RANK IF APPLICABLE) Scientist		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Roy, NM		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 51 (APR 15)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	17	85	Strapping
	Constitution (CON)	10	50	
	Dexterity (DEX)	8	40	Awkward
	Intelligence (INT)	10	50	
	Power (POW)	13	65	Unflinching
	Charisma (CHA)	14	70	Likable
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		14	
	Willpower Points (WP)		13	
Sanity Points (SAN)		65		
Breaking Point (BP)		52		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		14
		14
		14
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	50	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	20	<input type="checkbox"/> Forensics (0%)	20	<input type="checkbox"/> Science (0%):	60 50 50
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)	20	<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	20
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)	40	<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	40	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	40
	<input type="checkbox"/> Computer Science (0%)	60	<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	40
	<input type="checkbox"/> Demolitions (0%)	20	<input type="checkbox"/> Persuade (20%)	40	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	20			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	40	<input type="checkbox"/> Psychotherapy (10%)	30	<input type="checkbox"/>	

DB=2

Check a box when you attempt to use a skill and fail. After the session, add 1 to each checked skill and erase all checks.

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	40%		1D4+1				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY		
			19. SPECIAL TRAINING	SKILL OR STAT USED

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL CLEMENTS, Lamar		2. PROFESSION (RANK IF APPLICABLE) Scientist		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Saxonburg, PA		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 30 (APR 2)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	9	45	
	Constitution (CON)	11	55	
	Dexterity (DEX)	11	55	
	Intelligence (INT)	12	60	
	Power (POW)	16	80	Stoic
	Charisma (CHA)	15	75	Friendly
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		10	
	Willpower Points (WP)		16	
Sanity Points (SAN)		80		
Breaking Point (BP)		64		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		15
		15
		15
12. MOTIVATIONS AND MENTAL DISORDERS		
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	20	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	60 50 50
	<input type="checkbox"/> Anthropology (0%)	20	<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)	40	<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)	20	<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	40	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	60
	<input type="checkbox"/> Computer Science (0%)	60	<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	30	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	60
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	20	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)	60	<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	40			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	20	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=0

Check a box when you attempt to use a skill and fail. After the session, add 1 to each checked skill and erase all checks.

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	60%		1D4-1				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY	
		19. SPECIAL TRAINING	SKILL OR STAT USED
		Please indicate why this agent was recruited and why the agent agreed to be recruited.	

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL ANDERS, Kortney		2. PROFESSION (RANK IF APPLICABLE) Scientist		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Atlanta, GA		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 47 (DEC 17)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	12	60	
	Constitution (CON)	10	50	
	Dexterity (DEX)	11	55	
	Intelligence (INT)	10	50	
	Power (POW)	14	70	Calm
	Charisma (CHA)	15	75	Outgoing
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		11	
	Willpower Points (WP)		14	
Sanity Points (SAN)		70		
Breaking Point (BP)		56		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		15
		15
		15
	12. MOTIVATIONS AND MENTAL DISORDERS	
	13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE	
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	50	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	20	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	60 50 50
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):	20	<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)	20	<input type="checkbox"/> Law (0%)	60	<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	40	<input type="checkbox"/> Melee Weapons (30%)	50	<input type="checkbox"/> Unarmed Combat (40%)	40
	<input type="checkbox"/> Computer Science (0%)	40	<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	30	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	20	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	30	<input type="checkbox"/> Pharmacy (0%)	60	<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	50	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	20			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	20	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=0

Check a box when you attempt to use a skill and fail. After the session, add 1 to each checked skill and erase all checks.

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	40%		1D4-1				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY
		19. SPECIAL TRAINING
		SKILL OR STAT USED

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL HUTCHINSON, Vaughn		2. PROFESSION (RANK IF APPLICABLE) Scientist		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Woodbourne, NY		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 27 (JUL 10)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	10	50	
	Constitution (CON)	14	70	Fit
	Dexterity (DEX)	10	50	
	Intelligence (INT)	13	65	Quick witted
	Power (POW)	8	40	Pessimistic
	Charisma (CHA)	17	85	Magnetic
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		12	
	Willpower Points (WP)		8	
Sanity Points (SAN)		40		
Breaking Point (BP)		32		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		17
		17
		17
12. MOTIVATIONS AND MENTAL DISORDERS		
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	50	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	20	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	60
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10		50
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> SIGINT (0%)	
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Stealth (10%)	10
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Bureaucracy (10%)	40	<input type="checkbox"/> Melee Weapons (30%)	50	<input type="checkbox"/> Swim (20%)	40
	<input type="checkbox"/> Computer Science (0%)	40	<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unarmed Combat (40%)	60
	<input type="checkbox"/> Craft (0%):	60			<input type="checkbox"/> Unnatural (0%)	
			<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	30	<input type="checkbox"/> Occult (10%)	30	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	20	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	30	<input type="checkbox"/> Pharmacy (0%)	40	<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	50	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	20			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	20	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=0

Check a box when you attempt to use a skill and fail. After the session, add 1 to each checked skill and erase all checks.

THIS IS A WORK OF FICTION

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	60%		1D4-1				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL ELTON, Santana		2. PROFESSION (RANK IF APPLICABLE) Scientist		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Edgewater Beach, MD		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 55 (AUG 26)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	13	65	Tough
	Constitution (CON)	17	85	Tough
	Dexterity (DEX)	10	50	
	Intelligence (INT)	14	70	Canny
	Power (POW)	8	40	Nervous
	Charisma (CHA)	10	50	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		15	
	Willpower Points (WP)		8	
Sanity Points (SAN)		40		
Breaking Point (BP)		32		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		10
		10
		10
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	50	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	20	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	60 50 50
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	40
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)	20	<input type="checkbox"/> Law (0%)	60	<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	50	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	40	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	40
	<input type="checkbox"/> Computer Science (0%)	60	<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	30	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	40
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	20	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	40			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	40	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=1

Check a box when you attempt to use a skill and fail. After the session, add 1 to each checked skill and erase all checks.

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	40%		1D4				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY	
		19. SPECIAL TRAINING	SKILL OR STAT USED
		Please indicate why this agent was recruited and why the agent agreed to be recruited.	

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL CARROZZA, Donnell		2. PROFESSION (RANK IF APPLICABLE) Scientist		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Springfield, MA		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 43 (APR 12)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	10	50	
	Constitution (CON)	8	40	Unwell
	Dexterity (DEX)	14	70	Quick footed
	Intelligence (INT)	17	85	Brilliant
	Power (POW)	13	65	Unflinching
	Charisma (CHA)	10	50	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		9	
	Willpower Points (WP)		13	
Sanity Points (SAN)		65		
Breaking Point (BP)		52		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		10
		10
		10
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	40	<input type="checkbox"/> Forensics (0%)	40	<input type="checkbox"/> Science (0%):	60 50 50
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	20
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)	40	<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	40	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	40
	<input type="checkbox"/> Computer Science (0%)	40	<input type="checkbox"/> Military Science (0%):	20	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):	20	<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	60
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	20	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)	20	<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	50	<input type="checkbox"/> Pilot (0%):	20	<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	20			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	20	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=0

Check a box when you attempt to use a skill and fail. After the session, add 1 to each checked skill and erase all checks.

THIS IS A WORK OF FICTION

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	40%		1D4-1				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY		
		19. SPECIAL TRAINING	SKILL OR STAT USED	
Please indicate why this agent was recruited and why the agent agreed to be recruited.				

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL MODZELEWSKI, Lillian		2. PROFESSION (RANK IF APPLICABLE) Scientist		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Mount Oliver, PA		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 46 (APR 17)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	9	45	
	Constitution (CON)	12	60	
	Dexterity (DEX)	13	65	Slick
	Intelligence (INT)	10	50	
	Power (POW)	9	45	
	Charisma (CHA)	8	40	Offhand
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		10	
	Willpower Points (WP)		9	
Sanity Points (SAN)		45		
Breaking Point (BP)		36		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		8
		8
		8
12. MOTIVATIONS AND MENTAL DISORDERS		
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE	Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted	

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	50	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	20	<input type="checkbox"/> Forensics (0%)	40	<input type="checkbox"/> Science (0%):	60 50 50
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	40
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	30	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)	20	<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	40	<input type="checkbox"/> Melee Weapons (30%)	50	<input type="checkbox"/> Unarmed Combat (40%)	40
	<input type="checkbox"/> Computer Science (0%)	40	<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	30	<input type="checkbox"/> Occult (10%)	30	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	20	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)	60	<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	20			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	40	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=0

Check a box when you attempt to use a skill and fail. After the session, add 1 to each checked skill and erase all checks.

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	40%		1D4-1				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY	
		19. SPECIAL TRAINING	SKILL OR STAT USED
		Please indicate why this agent was recruited and why the agent agreed to be recruited.	

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL TORGERSON, Oliver		2. PROFESSION (RANK IF APPLICABLE) Scientist		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Newark, MO		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 47 (JAN 8)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	10	50	
	Constitution (CON)	15	75	Resistant
	Dexterity (DEX)	12	60	
	Intelligence (INT)	14	70	Astute
	Power (POW)	10	50	
	Charisma (CHA)	11	55	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		12	
	Willpower Points (WP)		10	
Sanity Points (SAN)		50		
Breaking Point (BP)		40		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		11
		11
		11
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	40	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	60 50 50
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	30	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	30	<input type="checkbox"/> Surgery (0%)	20
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)	40	<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)	20	<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	40	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	40
	<input type="checkbox"/> Computer Science (0%)	40	<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	30	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	30	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	40
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	20	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)	40	<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	20			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	20	<input type="checkbox"/> Psychotherapy (10%)	30	<input type="checkbox"/>	

DB=0

Check a box when you attempt to use a skill and fail. After the session, add 1 to each checked skill and erase all checks.

THIS IS A WORK OF FICTION

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	40%		1D4-1				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY	
		19. SPECIAL TRAINING	SKILL OR STAT USED
		Please indicate why this agent was recruited and why the agent agreed to be recruited.	

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL EVERMAN, Evelyn		2. PROFESSION (RANK IF APPLICABLE) Scientist		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Kula, HI		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 27 (JAN 24)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	15	75	Sturdy
	Constitution (CON)	11	55	
	Dexterity (DEX)	14	70	Deft
	Intelligence (INT)	10	50	
	Power (POW)	10	50	
	Charisma (CHA)	12	60	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		13	
	Willpower Points (WP)		10	
Sanity Points (SAN)		50		
Breaking Point (BP)		40		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE	
		12	
		12	
		12	
	12. MOTIVATIONS AND MENTAL DISORDERS		
	13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted			

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	20	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	60
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	30		50
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)	20	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> SIGINT (0%)	
			<input type="checkbox"/> HUMINT (10%)	30	<input type="checkbox"/> Stealth (10%)	10
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)	40	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Athletics (30%)	50	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Bureaucracy (10%)	40	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Computer Science (0%)	60	<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unarmed Combat (40%)	40
	<input type="checkbox"/> Craft (0%):	40			<input type="checkbox"/> Unnatural (0%)	
			<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	30	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)	20	<input type="checkbox"/> Persuade (20%)	40	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)	40	<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	20			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	20	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=1

Check a box when you attempt to use a skill and fail. After the session, add 1 to each checked skill and erase all checks.

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	40%		1D4				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY	
		19. SPECIAL TRAINING	SKILL OR STAT USED
		Please indicate why this agent was recruited and why the agent agreed to be recruited.	

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL OGLESBY, Jamaal		2. PROFESSION (RANK IF APPLICABLE) Scientist		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Butte Falls, OR		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 27 (JAN 9)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	10	50	
	Constitution (CON)	13	65	Resistant
	Dexterity (DEX)	17	85	Acrobatic
	Intelligence (INT)	10	50	
	Power (POW)	14	70	Stoic
	Charisma (CHA)	8	40	Awkward
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		12	
	Willpower Points (WP)		14	
Sanity Points (SAN)		70		
Breaking Point (BP)		56		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		8
		8
		8
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	50	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	40	<input type="checkbox"/> Forensics (0%)	40	<input type="checkbox"/> Science (0%):	80 50 50
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)	40	<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	40	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	60
	<input type="checkbox"/> Computer Science (0%)	40	<input type="checkbox"/> Military Science (0%):	20	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	30	<input type="checkbox"/>	20
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	20	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	50	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	40			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	20	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=0

Check a box when you attempt to use a skill and fail. After the session, add 1 to each checked skill and erase all checks.

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	60%		1D4-1				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL MARRS, Toni		2. PROFESSION (RANK IF APPLICABLE) Scientist		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Lorain, OH		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 47 (NOV 9)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	14	70	Brawny
	Constitution (CON)	15	75	Resilient
	Dexterity (DEX)	13	65	Deft
	Intelligence (INT)	11	55	
	Power (POW)	14	70	Unflinching
	Charisma (CHA)	9	45	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		14	
	Willpower Points (WP)		14	
Sanity Points (SAN)		70		
Breaking Point (BP)		56		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		9
		9
		9
12. MOTIVATIONS AND MENTAL DISORDERS		
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	30
	<input type="checkbox"/> Alertness (20%)	20	<input type="checkbox"/> Forensics (0%)	60	<input type="checkbox"/> Science (0%):	60 50 50
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)	20	<input type="checkbox"/> SIGINT (0%)	20
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)	20	<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	60	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	40
	<input type="checkbox"/> Computer Science (0%)	40	<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):	40	<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	60
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	20	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	20			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	20	<input type="checkbox"/> Psychotherapy (10%)	30	<input type="checkbox"/>	

DB=1

Check a box when you attempt to use a skill and fail. After the session, add 1 to each checked skill and erase all checks.

THIS IS A WORK OF FICTION

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	40%		1D4				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY	
		19. SPECIAL TRAINING	SKILL OR STAT USED
		Please indicate why this agent was recruited and why the agent agreed to be recruited.	

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL CIOTTI, Felipe		2. PROFESSION (RANK IF APPLICABLE) Scientist		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Hollis, NH		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 28 (DEC 5)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	8	40	Puny
	Constitution (CON)	13	65	Resistant
	Dexterity (DEX)	10	50	
	Intelligence (INT)	17	85	Brilliant
	Power (POW)	10	50	
	Charisma (CHA)	14	70	Charming
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		10	
	Willpower Points (WP)		10	
Sanity Points (SAN)		50		
Breaking Point (BP)		40		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		14
		14
		14
12. MOTIVATIONS AND MENTAL DISORDERS		
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	30	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	30
	<input type="checkbox"/> Alertness (20%)	20	<input type="checkbox"/> Forensics (0%)	40	<input type="checkbox"/> Science (0%):	60 50 50
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	30	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):	20	<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	30	<input type="checkbox"/> Surgery (0%)	20
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	40	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	40
	<input type="checkbox"/> Computer Science (0%)	40	<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):	60	<input type="checkbox"/> Navigate (10%)	30	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	20	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)	40	<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	20			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	20	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=-1

Check a box when you attempt to use a skill and fail. After the session, add 1 to each checked skill and erase all checks.

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	40%		1D4-2				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY
		19. SPECIAL TRAINING
		SKILL OR STAT USED

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL FREDETTE, Tracey		2. PROFESSION (RANK IF APPLICABLE) Scientist		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Columbus, OH		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 55 (AUG 26)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	8	40	Puny
	Constitution (CON)	14	70	Resistant
	Dexterity (DEX)	17	85	Acrobatic
	Intelligence (INT)	13	65	Sharp
	Power (POW)	10	50	
	Charisma (CHA)	10	50	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		11	
	Willpower Points (WP)		10	
Sanity Points (SAN)		50		
Breaking Point (BP)		40		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		10
		10
		10
12. MOTIVATIONS AND MENTAL DISORDERS		
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	50	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	30
	<input type="checkbox"/> Alertness (20%)	20	<input type="checkbox"/> Forensics (0%)	60	<input type="checkbox"/> Science (0%):	60 50 50
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	30	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)	20	<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)	20	<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	60	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	60
	<input type="checkbox"/> Computer Science (0%)	40	<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	30	<input type="checkbox"/>	40
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	20	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	20			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	20	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=-1

Check a box when you attempt to use a skill and fail. After the session, add 1 to each checked skill and erase all checks.

THIS IS A WORK OF FICTION

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	60%		1D4-2				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL MORIS, Vito		2. PROFESSION (RANK IF APPLICABLE) Scientist		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Brookfield, CT		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 53 (NOV 8)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	14	70	Tough
	Constitution (CON)	13	65	Robust
	Dexterity (DEX)	12	60	
	Intelligence (INT)	9	45	
	Power (POW)	11	55	
	Charisma (CHA)	10	50	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		14	
	Willpower Points (WP)		11	
Sanity Points (SAN)		55		
Breaking Point (BP)		44		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE	
		10	
		10	
		10	
	12. MOTIVATIONS AND MENTAL DISORDERS		
	13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted			

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	50	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	20	<input type="checkbox"/> Forensics (0%)	40	<input type="checkbox"/> Science (0%):	60
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	30	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	30	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)	60	<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	40	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	60
	<input type="checkbox"/> Computer Science (0%)	40	<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	30	<input type="checkbox"/> Occult (10%)	30	<input type="checkbox"/>	20
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	20	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	40			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	20	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=1

Check a box when you attempt to use a skill and fail. After the session, add 1 to each checked skill and erase all checks.

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	60%		1D4				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY	
		19. SPECIAL TRAINING	SKILL OR STAT USED
Please indicate why this agent was recruited and why the agent agreed to be recruited.			

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL NORMANDIN, Raven		2. PROFESSION (RANK IF APPLICABLE) Scientist		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Cazadero, CA		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 51 (AUG 7)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	8	40	Weak
	Constitution (CON)	15	75	Perfect health
	Dexterity (DEX)	12	60	
	Intelligence (INT)	14	70	Quick witted
	Power (POW)	13	65	Brave
	Charisma (CHA)	12	60	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		12	
	Willpower Points (WP)		13	
Sanity Points (SAN)		65		
Breaking Point (BP)		52		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		12
		12
		12
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	50	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	20	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	60
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10		50
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)	20	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> SIGINT (0%)	
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Stealth (10%)	30
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)	40	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Bureaucracy (10%)	40	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Computer Science (0%)	60	<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unarmed Combat (40%)	60
	<input type="checkbox"/> Craft (0%):	20			<input type="checkbox"/> Unnatural (0%)	
			<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	40	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)	40	<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):	20	<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	20			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	40	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=-1

Check a box when you attempt to use a skill and fail. After the session, add 1 to each checked skill and erase all checks.

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	60%		1D4-2				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY
		19. SPECIAL TRAINING
		SKILL OR STAT USED

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL HEER, Damian		2. PROFESSION (RANK IF APPLICABLE) Scientist		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Grawn, MI		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 49 (JUL 28)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	14	70	Brawny
	Constitution (CON)	10	50	
	Dexterity (DEX)	11	55	
	Intelligence (INT)	6	30	Obtuse
	Power (POW)	11	55	
	Charisma (CHA)	15	75	Likable
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		12	
	Willpower Points (WP)		11	
Sanity Points (SAN)		55		
Breaking Point (BP)		44		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE	
		15	
		15	
		15	
	12. MOTIVATIONS AND MENTAL DISORDERS		
	13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted			

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	20	<input type="checkbox"/> Forensics (0%)	40	<input type="checkbox"/> Science (0%):	60
	<input type="checkbox"/> Anthropology (0%)	20	<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):	20	<input type="checkbox"/> History (10%)	30	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)	20	<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	40	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	60
	<input type="checkbox"/> Computer Science (0%)	40	<input type="checkbox"/> Military Science (0%):	20	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):	40	<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	40
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	20	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	40			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	20	<input type="checkbox"/> Psychotherapy (10%)	30	<input type="checkbox"/>	

DB=1

Check a box when you attempt to use a skill and fail. After the session, add 1 to each checked skill and erase all checks.

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	60%		1D4				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY	
		19. SPECIAL TRAINING	SKILL OR STAT USED
		Please indicate why this agent was recruited and why the agent agreed to be recruited.	

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL KELLAR, Ellen		2. PROFESSION (RANK IF APPLICABLE) Scientist		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Salem, IL		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 40 (MAY 9)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES	PSYCHOLOGICAL DATA	11. BONDS	SCORE	
	Strength (STR)	12	60				11	
	Constitution (CON)	13	65	Fit			11	
	Dexterity (DEX)	11	55				11	
	Intelligence (INT)	13	65	Sharp				
	Power (POW)	12	60					
	Charisma (CHA)	11	55					
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT		12. MOTIVATIONS AND MENTAL DISORDERS		
	Hit Points (HP)		12					
	Willpower Points (WP)		12					
Sanity Points (SAN)		60						
Breaking Point (BP)		48						
10. PHYSICAL DESCRIPTION					13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE			
					Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <i>adapted</i> Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <i>adapted</i>			

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	30	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	30
	<input type="checkbox"/> Alertness (20%)	20	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	60 50 50
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	30	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)	20	<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	30
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)	20	<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	50	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	40	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	40
	<input type="checkbox"/> Computer Science (0%)	40	<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):	40	<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	40
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	20	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)	60	<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	20			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	20	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

Check a box when you attempt to use a skill and fail. After the session, add 1 to each checked skill and erase all checks.

DB=0

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	40%		1D4-1				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY	
		19. SPECIAL TRAINING	SKILL OR STAT USED
		Please indicate why this agent was recruited and why the agent agreed to be recruited.	

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL CRAMPTON, Jerry		2. PROFESSION (RANK IF APPLICABLE) Scientist		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Guildhall, VT		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 55 (JUN 13)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	10	50	
	Constitution (CON)	17	85	Indefatigable
	Dexterity (DEX)	13	65	Lithe
	Intelligence (INT)	8	40	Slow
	Power (POW)	14	70	Forbearing
	Charisma (CHA)	10	50	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		14	
	Willpower Points (WP)		14	
Sanity Points (SAN)		70		
Breaking Point (BP)		56		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		10
		10
		10
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	50	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	20	<input type="checkbox"/> Forensics (0%)	60	<input type="checkbox"/> Science (0%):	60 50 50
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	40
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	30	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	30
	<input type="checkbox"/> Athletics (30%)	30	<input type="checkbox"/> Medicine (0%)	20	<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	40	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	40
	<input type="checkbox"/> Computer Science (0%)	40	<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):	60	<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	20
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	20	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	40			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	20	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=0

Check a box when you attempt to use a skill and fail. After the session, add 1 to each checked skill and erase all checks.

THIS IS A WORK OF FICTION

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	40%		1D4-1				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY	
		19. SPECIAL TRAINING	SKILL OR STAT USED
		Please indicate why this agent was recruited and why the agent agreed to be recruited.	

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL CONLAN, Leila		2. PROFESSION (RANK IF APPLICABLE) Soldier		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Sheldon, IL		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 53 (AUG 1)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	12	60	
	Constitution (CON)	11	55	
	Dexterity (DEX)	13	65	Quick footed
	Intelligence (INT)	11	55	
	Power (POW)	13	65	Calm
	Charisma (CHA)	12	60	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		12	
	Willpower Points (WP)		13	
Sanity Points (SAN)		65		
Breaking Point (BP)		52		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		12
		12
		12
		12
	12. MOTIVATIONS AND MENTAL DISORDERS	
	13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE	
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	40	<input type="checkbox"/> Ride (10%)	30
	<input type="checkbox"/> Alertness (20%)	70	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	60
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	40
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	70	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	30	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	70
	<input type="checkbox"/> Computer Science (0%)	40	<input type="checkbox"/> Military Science (0%) Land	40	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):	20	<input type="checkbox"/> Navigate (10%)	40	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)	20	<input type="checkbox"/> Persuade (20%)	30	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)	20	<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	40			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	40	<input type="checkbox"/> Psychotherapy (10%)	30	<input type="checkbox"/>	

DB=0

Check a box when you attempt to use a skill and fail. After the session, add 1 to each checked skill and erase all checks.

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Tactical body armor - Armour Rating 5				GPS			
	Kevlar helmet - Armour Rating +1							
	Dog tags							
	Night vision goggles							
	* Spare ammunition							
	Tactical light							
	Night vision goggles							
	Military-band radio with earpiece and throat microphone							
	Multitool							
Compass								
Field dressing								
Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.								
16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO	
(a) Unarmed	70%		1D4-1					
(b) Heavy Rifle	40%	150m	1D12+2 †	5	10%		20	
(c) Combat Knife	30%		1D6	3				
(d) Hand Grenade	70%	20m			15%	10m	2	
(e)								
(f)								
(g)								

REMARKS	17. PERSONAL DETAILS AND NOTES		18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY	
			19. SPECIAL TRAINING	SKILL OR STAT USED
	Please indicate why this agent was recruited and why the agent agreed to be recruited.			

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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* In chest rig
† Use Lethality rating if firing bursts

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL STOCKWELL, Carl		2. PROFESSION (RANK IF APPLICABLE) Soldier		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Baskerville, VA		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 40 (NOV 15)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	8	40	Puny
	Constitution (CON)	10	50	
	Dexterity (DEX)	14	70	Quick footed
	Intelligence (INT)	13	65	Ingenious
	Power (POW)	17	85	Indomitable
	Charisma (CHA)	10	50	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		9	
	Willpower Points (WP)		17	
Sanity Points (SAN)		85		
Breaking Point (BP)		68		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		10
		10
		10
		10
	12. MOTIVATIONS AND MENTAL DISORDERS	
	13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE	
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	40	<input type="checkbox"/> Ride (10%)	30
	<input type="checkbox"/> Alertness (20%)	50	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	60
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	20
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	50	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	60
	<input type="checkbox"/> Bureaucracy (10%)	30	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	70
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%) Land	40	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):	20	<input type="checkbox"/> Navigate (10%)	60	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)	40	<input type="checkbox"/> Persuade (20%)	30	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):	20	<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	60			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	60	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=-1

Check a box when you attempt to use a skill and fail. After the session, add 1 to each checked skill and erase all checks.

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Tactical body armor - Armour Rating 5				GPS			
	Kevlar helmet - Armour Rating +1							
	Dog tags							
	Night vision goggles							
	* Spare ammunition							
	Tactical light							
	Night vision goggles							
	Military-band radio with earpiece and throat microphone							
	Multitool							
Compass								
Field dressing								
Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.								
16.	WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a)	Unarmed	70%		1D4-2				
(b)	Heavy Rifle	60%	150m	1D12+2 †	5	10%		20
(c)	Combat Knife	30%		1D6-1	3			
(d)	Hand Grenade	50%	20m			15%	10m	2
(e)								
(f)								
(g)								

REMARKS	17. PERSONAL DETAILS AND NOTES		18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY	
			19. SPECIAL TRAINING	SKILL OR STAT USED
	Please indicate why this agent was recruited and why the agent agreed to be recruited.			

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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* In chest rig
† Use Lethality rating if firing bursts

THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL WAGUESPACK, Diane		2. PROFESSION (RANK IF APPLICABLE) Soldier		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Bovina Center, NY		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 42 (JUN 17)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	15	75	Powerful
	Constitution (CON)	10	50	
	Dexterity (DEX)	14	70	Quick footed
	Intelligence (INT)	10	50	
	Power (POW)	11	55	
	Charisma (CHA)	12	60	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		12	
	Willpower Points (WP)		11	
Sanity Points (SAN)		55		
Breaking Point (BP)		44		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS		SCORE
			12
			12
			12
			12
	12. MOTIVATIONS AND MENTAL DISORDERS		
	13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted			

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	30	<input type="checkbox"/> First Aid (10%)	40	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	50	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	50	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)	40	<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	20
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)	20	<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	50	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	40
	<input type="checkbox"/> Bureaucracy (10%)	30	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	50
	<input type="checkbox"/> Computer Science (0%)	60	<input type="checkbox"/> Military Science (0%) Land	40	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	40	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	30	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	30	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	60			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	60	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=1

Check a box when you attempt to use a skill and fail. After the session, add 1 to each checked skill and erase all checks.

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Tactical body armor - Armour Rating 5				GPS			
	Kevlar helmet - Armour Rating +1							
	Dog tags							
	Night vision goggles							
	* Spare ammunition							
	Tactical light							
	Night vision goggles							
	Military-band radio with earpiece and throat microphone							
	Multitool							
Compass								
Field dressing								
Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.								
16. WEAPONS								
	WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	50%		1D4				
	(b) Submachine Gun	60%	50m	1D10 †	5	10%		20
	(c) Combat Knife	30%		1D6+1	3			
	(d) Hand Grenade	50%	20m			15%	10m	2
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES				18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY			
					19. SPECIAL TRAINING		SKILL OR STAT USED	
Please indicate why this agent was recruited and why the agent agreed to be recruited.								

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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* In chest rig
† Use Lethality rating if firing bursts

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL DETWILER, Charlie		2. PROFESSION (RANK IF APPLICABLE) Soldier		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Spring Grove, VA		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 48 (AUG 21)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	11	55	
	Constitution (CON)	14	70	Perfect health
	Dexterity (DEX)	12	60	
	Intelligence (INT)	10	50	
	Power (POW)	15	75	Unflinching
	Charisma (CHA)	10	50	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		12	
	Willpower Points (WP)		15	
Sanity Points (SAN)		75		
Breaking Point (BP)		60		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		10
		10
		10
		10
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	40	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	70	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)	40	<input type="checkbox"/> SIGINT (0%)	20
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)	40	<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	50	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	30	<input type="checkbox"/> Melee Weapons (30%)	50	<input type="checkbox"/> Unarmed Combat (40%)	70
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%) Land	40	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):	20	<input type="checkbox"/> Navigate (10%)	40	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)	40	<input type="checkbox"/> Persuade (20%)	30	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	30	<input type="checkbox"/> Pharmacy (0%)	20	<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	40			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	60	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=0

Check a box when you attempt to use a skill and fail. After the session, add 1 to each checked skill and erase all checks.

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Tactical body armor - Armour Rating 5				GPS			
	Kevlar helmet - Armour Rating +1							
	Dog tags							
	Night vision goggles							
	* Spare ammunition							
	Tactical light							
	Night vision goggles							
	Military-band radio with earpiece and throat microphone							
	Multitool							
Compass								
Field dressing								
Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.								
16.	WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a)	Unarmed	70%		1D4-1				
(b)	Heavy Rifle	60%	150m	1D12+2 †	5	10%		20
(c)	Combat Knife	50%		1D6	3			
(d)	Hand Grenade	50%	20m			15%	10m	2
(e)								
(f)								
(g)								

REMARKS	17. PERSONAL DETAILS AND NOTES		18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY	
			19. SPECIAL TRAINING	SKILL OR STAT USED
	Please indicate why this agent was recruited and why the agent agreed to be recruited.			

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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* In chest rig
† Use Lethality rating if firing bursts

THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL ALLIE, Talia		2. PROFESSION (RANK IF APPLICABLE) Soldier		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Sentinel Butte, ND		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 46 (AUG 2)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	10	50	
	Constitution (CON)	12	60	
	Dexterity (DEX)	10	50	
	Intelligence (INT)	11	55	
	Power (POW)	14	70	Unflinching
	Charisma (CHA)	15	75	Affable
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		11	
	Willpower Points (WP)		14	
Sanity Points (SAN)		70		
Breaking Point (BP)		56		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		15
		15
		15
		15
	12. MOTIVATIONS AND MENTAL DISORDERS	
	13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE	
	Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted	

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	40	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	50	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	50	<input type="checkbox"/> Search (20%)	60
	<input type="checkbox"/> Archeology (0%)	20	<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	40
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	30	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)	20	<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	50	<input type="checkbox"/> Medicine (0%)	20	<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	30	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	70
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%) Land	40	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	60	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	30	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):	20	<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	40			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	60	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=0

Check a box when you attempt to use a skill and fail. After the session, add 1 to each checked skill and erase all checks.

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Tactical body armor - Armour Rating 5				GPS			
	Kevlar helmet - Armour Rating +1							
	Dog tags							
	Night vision goggles							
	* Spare ammunition							
	Tactical light							
	Night vision goggles							
	Military-band radio with earpiece and throat microphone							
	Multitool							
Compass								
Field dressing								
Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.								
16.	WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a)	Unarmed	70%		1D4-1				
(b)	Heavy Rifle	60%	150m	1D12+2 †	5	10%		20
(c)	Combat Knife	30%		1D6	3			
(d)	Hand Grenade	50%	20m			15%	10m	2
(e)								
(f)								
(g)								

REMARKS	17. PERSONAL DETAILS AND NOTES		18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY	
			19. SPECIAL TRAINING	SKILL OR STAT USED
	Please indicate why this agent was recruited and why the agent agreed to be recruited.			

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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* In chest rig
† Use Lethality rating if firing bursts

THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL GILCHRIST, Brenden		2. PROFESSION (RANK IF APPLICABLE) Soldier		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Magnolia, IL		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 35 (DEC 18)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	8	40	Weak
	Constitution (CON)	13	65	Robust
	Dexterity (DEX)	10	50	
	Intelligence (INT)	10	50	
	Power (POW)	14	70	Forbearing
	Charisma (CHA)	17	85	Captivating
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		10	
	Willpower Points (WP)		14	
Sanity Points (SAN)		70		
Breaking Point (BP)		56		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		17
		17
		17
		17
	12. MOTIVATIONS AND MENTAL DISORDERS	
	13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE	
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	40	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	70	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	20
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	70	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	30
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)	40	<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	30
	<input type="checkbox"/> Athletics (30%)	50	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	60
	<input type="checkbox"/> Bureaucracy (10%)	30	<input type="checkbox"/> Melee Weapons (30%)	50	<input type="checkbox"/> Unarmed Combat (40%)	50
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%) Land	40	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	60	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	30	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):	20	<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	40			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	40	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=-1

Check a box when you attempt to use a skill and fail. After the session, add 1 to each checked skill and erase all checks.

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Tactical body armor - Armour Rating 5				GPS			
	Kevlar helmet - Armour Rating +1							
	Dog tags							
	Night vision goggles							
	* Spare ammunition							
	Tactical light							
	Night vision goggles							
	Military-band radio with earpiece and throat microphone							
	Multitool							
Compass								
Field dressing								
Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.								
16.	WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a)	Unarmed	50%		1D4-2				
(b)	Heavy Rifle	40%	150m	1D12+2 †	5	10%		20
(c)	Combat Knife	50%		1D6-1	3			
(d)	Hand Grenade	50%	20m			15%	10m	2
(e)								
(f)								
(g)								

REMARKS	17. PERSONAL DETAILS AND NOTES		18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY		
			19. SPECIAL TRAINING	SKILL OR STAT USED	
Please indicate why this agent was recruited and why the agent agreed to be recruited.					

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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* In chest rig
† Use Lethality rating if firing bursts

THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL JUN, Sheree		2. PROFESSION (RANK IF APPLICABLE) Soldier		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Salinas, CA		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 43 (JAN 23)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	13	65	Tough
	Constitution (CON)	11	55	
	Dexterity (DEX)	11	55	
	Intelligence (INT)	13	65	Quick witted
	Power (POW)	12	60	
	Charisma (CHA)	12	60	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		12	
	Willpower Points (WP)		12	
Sanity Points (SAN)		60		
Breaking Point (BP)		48		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		12
		12
		12
		12
	12. MOTIVATIONS AND MENTAL DISORDERS	
	13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE	
	Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted	

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	60	<input type="checkbox"/> Ride (10%)	30
	<input type="checkbox"/> Alertness (20%)	50	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	20
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	70	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	20
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	50	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	30	<input type="checkbox"/> Melee Weapons (30%)	50	<input type="checkbox"/> Unarmed Combat (40%)	50
	<input type="checkbox"/> Computer Science (0%)	40	<input type="checkbox"/> Military Science (0%) Land	40	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	40	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)	40	<input type="checkbox"/> Persuade (20%)	50	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	30	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	40			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	40	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=1

Check a box when you attempt to use a skill and fail. After the session, add 1 to each checked skill and erase all checks.

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Tactical body armor - Armour Rating 5				GPS			
	Kevlar helmet - Armour Rating +1							
	Dog tags							
	Night vision goggles							
	* Spare ammunition							
	Tactical light							
	Night vision goggles							
	Military-band radio with earpiece and throat microphone							
	Multitool							
Compass								
Field dressing								
Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.								
16.	WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a)	Unarmed	50%		1D4				
(b)	Submachine Gun	40%	50m	1D10 †	5	10%		20
(c)	Combat Knife	50%		1D6+1	3			
(d)	Hand Grenade	50%	20m			15%	10m	2
(e)								
(f)								
(g)								

REMARKS	17. PERSONAL DETAILS AND NOTES		18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY	
			19. SPECIAL TRAINING	SKILL OR STAT USED
	Please indicate why this agent was recruited and why the agent agreed to be recruited.			

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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* In chest rig
† Use Lethality rating if firing bursts

THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL MAHLE, Cullen		2. PROFESSION (RANK IF APPLICABLE) Soldier		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Augusta, NJ		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 49 (SEP 11)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	13	65	Powerful
	Constitution (CON)	13	65	Robust
	Dexterity (DEX)	12	60	
	Intelligence (INT)	10	50	
	Power (POW)	14	70	Strong-willed
	Charisma (CHA)	7	35	Inhibited
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		13	
	Willpower Points (WP)		14	
Sanity Points (SAN)		70		
Breaking Point (BP)		56		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS		SCORE	
			7	
			7	
			7	
			7	
	12. MOTIVATIONS AND MENTAL DISORDERS			
	13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE			
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted				

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	40	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	50	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	50	<input type="checkbox"/> Search (20%)	60
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	20
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	30
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	50	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	50	<input type="checkbox"/> Melee Weapons (30%)	50	<input type="checkbox"/> Unarmed Combat (40%)	50
	<input type="checkbox"/> Computer Science (0%)	40	<input type="checkbox"/> Military Science (0%) Land	40	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	60	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)	20	<input type="checkbox"/> Persuade (20%)	30	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):	20	<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	40			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	60	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=1

Check a box when you attempt to use a skill and fail. After the session, add 1 to each checked skill and erase all checks.

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Tactical body armor - Armour Rating 5				GPS			
	Kevlar helmet - Armour Rating +1							
	Dog tags							
	Night vision goggles							
	* Spare ammunition							
	Tactical light							
	Night vision goggles							
	Military-band radio with earpiece and throat microphone							
	Multitool							
Compass								
Field dressing								
Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.								
16. WEAPONS								
	WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	50%		1D4				
	(b) Heavy Rifle	60%	150m	1D12+2 †	5	10%		20
	(c) Combat Knife	50%		1D6+1	3			
	(d) Hand Grenade	50%	20m			15%	10m	2
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES		18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY	
			19. SPECIAL TRAINING	
			SKILL OR STAT USED	

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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* In chest rig
 † Use Lethality rating if firing bursts

THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL OAKLEY, Alaina		2. PROFESSION (RANK IF APPLICABLE) Soldier		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Lytle, TX		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 41 (MAR 7)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	8	40	Puny
	Constitution (CON)	17	85	Indefatigable
	Dexterity (DEX)	10	50	
	Intelligence (INT)	14	70	Ingenious
	Power (POW)	13	65	Calm
	Charisma (CHA)	10	50	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		12	
	Willpower Points (WP)		13	
Sanity Points (SAN)		65		
Breaking Point (BP)		52		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		10
		10
		10
		10
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	40	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	70	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	30	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)	40	<input type="checkbox"/> SIGINT (0%)	40
	<input type="checkbox"/> Art (0%):	20	<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	50	<input type="checkbox"/> Medicine (0%)	20	<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	30	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	50
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%) Land	40	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	40	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	30	<input type="checkbox"/>	20
	<input type="checkbox"/> Demolitions (0%)	40	<input type="checkbox"/> Persuade (20%)	30	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	40			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	60	<input type="checkbox"/> Psychotherapy (10%)	30	<input type="checkbox"/>	

DB=-1

Check a box when you attempt to use a skill and fail. After the session, add 1 to each checked skill and erase all checks.

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Tactical body armor - Armour Rating 5				GPS			
	Kevlar helmet - Armour Rating +1							
	Dog tags							
	Night vision goggles							
	* Spare ammunition							
	Tactical light							
	Night vision goggles							
	Military-band radio with earpiece and throat microphone							
	Multitool							
Compass								
Field dressing								
Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.								
16.	WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a)	Unarmed	50%		1D4-2				
(b)	Medium Pistol	60%	15m	1D10				15
(c)	GP Machine Gun	40%	300m		3	15%	Per burst	100
(d)	Combat Knife	30%		1D6-1	3			
(e)	Hand Grenade	50%	20m			15%	10m	2
(f)								
(g)								

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY	
		19. SPECIAL TRAINING	SKILL OR STAT USED
	Please indicate why this agent was recruited and why the agent agreed to be recruited.		

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL RUSTIN, Jennifer		2. PROFESSION (RANK IF APPLICABLE) Soldier		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Saltillo, TX		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 29 (AUG 23)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	11	55	
	Constitution (CON)	15	75	Perfect health
	Dexterity (DEX)	10	50	
	Intelligence (INT)	12	60	
	Power (POW)	10	50	
	Charisma (CHA)	14	70	Affable
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		13	
	Willpower Points (WP)		10	
Sanity Points (SAN)		50		
Breaking Point (BP)		40		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		14
		14
		14
		14
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	30	<input type="checkbox"/> First Aid (10%)	40	<input type="checkbox"/> Ride (10%)	30
	<input type="checkbox"/> Alertness (20%)	50	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	20
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	70	<input type="checkbox"/> Search (20%)	40
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	40
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	30
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	20
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	50	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	60
	<input type="checkbox"/> Bureaucracy (10%)	30	<input type="checkbox"/> Melee Weapons (30%)	50	<input type="checkbox"/> Unarmed Combat (40%)	50
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%) Land	40	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	40	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	30	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	40			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	40	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=0

Check a box when you attempt to use a skill and fail. After the session, add 1 to each checked skill and erase all checks.

THIS IS A WORK OF FICTION

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Tactical body armor - Armour Rating 5				GPS			
	Kevlar helmet - Armour Rating +1							
	Dog tags							
	Night vision goggles							
	* Spare ammunition							
	Tactical light							
	Night vision goggles							
	Military-band radio with earpiece and throat microphone							
	Multitool							
Compass								
Field dressing								
Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.								
16.	WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a)	Unarmed	50%		1D4-1				
(b)	Heavy Rifle	40%	150m	1D12+2 †	5	10%		20
(c)	Combat Knife	50%		1D6	3			
(d)	Hand Grenade	50%	20m			15%	10m	2
(e)								
(f)								
(g)								

REMARKS	17. PERSONAL DETAILS AND NOTES		18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY	
			19. SPECIAL TRAINING	SKILL OR STAT USED
	Please indicate why this agent was recruited and why the agent agreed to be recruited.			

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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* In chest rig
† Use Lethality rating if firing bursts

THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL TERRILL, Gretchen		2. PROFESSION (RANK IF APPLICABLE) Soldier		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Haverhill, NH		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 27 (SEP 12)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	11	55	
	Constitution (CON)	13	65	Perfect health
	Dexterity (DEX)	12	60	
	Intelligence (INT)	11	55	
	Power (POW)	13	65	Stoic
	Charisma (CHA)	12	60	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		12	
	Willpower Points (WP)		13	
Sanity Points (SAN)		65		
Breaking Point (BP)		52		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		12
		12
		12
		12
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	60	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	50	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)	20	<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	80
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	30
			<input type="checkbox"/> HUMINT (10%)	30	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	50	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	40
	<input type="checkbox"/> Bureaucracy (10%)	50	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	50
	<input type="checkbox"/> Computer Science (0%)	40	<input type="checkbox"/> Military Science (0%) Land	40	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	40	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	40
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	30	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)	20	<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	40			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	40	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=0

Check a box when you attempt to use a skill and fail. After the session, add 1 to each checked skill and erase all checks.

THIS IS A WORK OF FICTION

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Tactical body armor - Armour Rating 5				GPS			
	Kevlar helmet - Armour Rating +1							
	Dog tags							
	Night vision goggles							
	* Spare ammunition							
	Tactical light							
	Night vision goggles							
	Military-band radio with earpiece and throat microphone							
	Multitool							
Compass								
Field dressing								
Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.								
16.	WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a)	Unarmed	50%		1D4-1				
(b)	Submachine Gun	40%	50m	1D10 †	5	10%		20
(c)	Combat Knife	30%		1D6	3			
(d)	Hand Grenade	50%	20m			15%	10m	2
(e)								
(f)								
(g)								

REMARKS	17. PERSONAL DETAILS AND NOTES		18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY	
			19. SPECIAL TRAINING	SKILL OR STAT USED
	Please indicate why this agent was recruited and why the agent agreed to be recruited.			

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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* In chest rig
† Use Lethality rating if firing bursts

THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL TROTTA, Vance		2. PROFESSION (RANK IF APPLICABLE) Soldier		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Ancramdale, NY		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 27 (SEP 22)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	14	70	Powerful
	Constitution (CON)	10	50	
	Dexterity (DEX)	17	85	Quick
	Intelligence (INT)	13	65	Quick witted
	Power (POW)	10	50	
	Charisma (CHA)	8	40	Standoffish
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		12	
	Willpower Points (WP)		10	
Sanity Points (SAN)		50		
Breaking Point (BP)		40		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		8
		8
		8
		8
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	40	<input type="checkbox"/> Ride (10%)	30
	<input type="checkbox"/> Alertness (20%)	50	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	50	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)	40	<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	30	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	70	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	40
	<input type="checkbox"/> Bureaucracy (10%)	30	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	50
	<input type="checkbox"/> Computer Science (0%)	20	<input type="checkbox"/> Military Science (0%) Land	40	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	60	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	40
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	30	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	30	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	40			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	60	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=1

Check a box when you attempt to use a skill and fail. After the session, add 1 to each checked skill and erase all checks.

THIS IS A WORK OF FICTION

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Tactical body armor - Armour Rating 5				GPS			
	Kevlar helmet - Armour Rating +1							
	Dog tags							
	Night vision goggles							
	* Spare ammunition							
	Tactical light							
	Night vision goggles							
	Military-band radio with earpiece and throat microphone							
	Multitool							
Compass								
Field dressing								
Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.								
16.	WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a)	Unarmed	50%		1D4				
(b)	Submachine Gun	60%	50m	1D10 †	5	10%		20
(c)	Combat Knife	30%		1D6+1	3			
(d)	Hand Grenade	70%	20m			15%	10m	2
(e)								
(f)								
(g)								

REMARKS	17. PERSONAL DETAILS AND NOTES		18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY	
			19. SPECIAL TRAINING	SKILL OR STAT USED
	Please indicate why this agent was recruited and why the agent agreed to be recruited.			

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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* In chest rig
† Use Lethality rating if firing bursts

THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL BECKHAM, Renee		2. PROFESSION (RANK IF APPLICABLE) Soldier		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Drumright, OK		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 27 (DEC 4)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	x5	DISTINGUISHING FEATURES
	Strength (STR)	10	50	
	Constitution (CON)	14	70	Robust
	Dexterity (DEX)	10	50	
	Intelligence (INT)	8	40	Oblivious
	Power (POW)	13	65	Unflinching
	Charisma (CHA)	17	85	Irresistible
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		12	
	Willpower Points (WP)		13	
Sanity Points (SAN)		65		
Breaking Point (BP)		52		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		17
		17
		17
		17
	12. MOTIVATIONS AND MENTAL DISORDERS	
	13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE	
	Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted	

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	40	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	50	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)	20	<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	60
	<input type="checkbox"/> Archeology (0%)	20	<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	40
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	30	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	50	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	40
	<input type="checkbox"/> Bureaucracy (10%)	50	<input type="checkbox"/> Melee Weapons (30%)	50	<input type="checkbox"/> Unarmed Combat (40%)	50
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%) Land	40	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	40	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	30	<input type="checkbox"/>	40
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	30	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	60			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	40	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=0

Check a box when you attempt to use a skill and fail. After the session, add 1 to each checked skill and erase all checks.

THIS IS A WORK OF FICTION

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Tactical body armor - Armour Rating 5				GPS			
	Kevlar helmet - Armour Rating +1							
	Dog tags							
	Night vision goggles							
	* Spare ammunition							
	Tactical light							
	Night vision goggles							
	Military-band radio with earpiece and throat microphone							
	Multitool							
Compass								
Field dressing								
Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.								
16. WEAPONS								
	WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	50%		1D4-1				
	(b) Submachine Gun	40%	50m	1D10 †	5	10%		20
	(c) Combat Knife	50%		1D6	3			
	(d) Hand Grenade	50%	20m			15%	10m	2
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES		18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY	
			19. SPECIAL TRAINING	SKILL OR STAT USED
	Please indicate why this agent was recruited and why the agent agreed to be recruited.			

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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* In chest rig
 † Use Lethality rating if firing bursts

THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL MATZ, Jason		2. PROFESSION (RANK IF APPLICABLE) Soldier		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Kinsey, MT		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 44 (FEB 1)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	17	85	Musclebound
	Constitution (CON)	14	70	Fit
	Dexterity (DEX)	10	50	
	Intelligence (INT)	8	40	Oblivious
	Power (POW)	13	65	Strong-willed
	Charisma (CHA)	10	50	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		16	
	Willpower Points (WP)		13	
Sanity Points (SAN)		65		
Breaking Point (BP)		52		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		10
		10
		10
		10
	12. MOTIVATIONS AND MENTAL DISORDERS	
	13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE	
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	30	<input type="checkbox"/> First Aid (10%)	60	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	50	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	20
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):	20	<input type="checkbox"/> History (10%)	30	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)	60	<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	70	<input type="checkbox"/> Medicine (0%)	20	<input type="checkbox"/> Swim (20%)	60
	<input type="checkbox"/> Bureaucracy (10%)	30	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	50
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%) Land	40	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	40	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	40
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	30	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	40			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	40	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=2

Check a box when you attempt to use a skill and fail. After the session, add 1 to each checked skill and erase all checks.

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Tactical body armor - Armour Rating 5				GPS			
	Kevlar helmet - Armour Rating +1							
	Dog tags							
	Night vision goggles							
	* Spare ammunition							
	Tactical light							
	Night vision goggles							
	Military-band radio with earpiece and throat microphone							
	Multitool							
Compass								
Field dressing								
Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.								
16.	WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a)	Unarmed	50%		1D4+1				
(b)	Heavy Rifle	40%	150m	1D12+2 †	5	10%		20
(c)	Combat Knife	30%		1D6+2	3			
(d)	Hand Grenade	70%	20m			15%	10m	2
(e)								
(f)								
(g)								

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY	
		19. SPECIAL TRAINING	SKILL OR STAT USED
	Please indicate why this agent was recruited and why the agent agreed to be recruited.		

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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* In chest rig
† Use Lethality rating if firing bursts

THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL SECHRIST, Glenda		2. PROFESSION (RANK IF APPLICABLE) Soldier		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Charlotte, NC		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 50 (OCT 24)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	14	70	Brawny
	Constitution (CON)	13	65	Fit
	Dexterity (DEX)	8	40	Ungainly
	Intelligence (INT)	10	50	
	Power (POW)	17	85	Indomitable
	Charisma (CHA)	10	50	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		14	
	Willpower Points (WP)		17	
Sanity Points (SAN)		85		
Breaking Point (BP)		68		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		10
		10
		10
		10
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	40	<input type="checkbox"/> Ride (10%)	30
	<input type="checkbox"/> Alertness (20%)	70	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	50	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)	20	<input type="checkbox"/> Heavy Weapons (0%)	40	<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	30	<input type="checkbox"/> Stealth (10%)	30
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	50	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	30	<input type="checkbox"/> Melee Weapons (30%)	50	<input type="checkbox"/> Unarmed Combat (40%)	50
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%) Land	60	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	40	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	40
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	30	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):	20	<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	40			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	40	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=1

Check a box when you attempt to use a skill and fail. After the session, add 1 to each checked skill and erase all checks.

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Tactical body armor - Armour Rating 5				GPS			
	Kevlar helmet - Armour Rating +1							
	Dog tags							
	Night vision goggles							
	* Spare ammunition							
	Tactical light							
	Night vision goggles							
	Military-band radio with earpiece and throat microphone							
	Multitool							
Compass								
Field dressing								
Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.								
16. WEAPONS								
	WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	50%		1D4				
	(b) Submachine Gun	40%	50m	1D10 †	5	10%		20
	(c) Combat Knife	50%		1D6+1	3			
	(d) Hand Grenade	50%	20m			15%	10m	2
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES		18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY	
			19. SPECIAL TRAINING	SKILL OR STAT USED

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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* In chest rig
† Use Lethality rating if firing bursts

THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL GRANDISON, Cecil		2. PROFESSION (RANK IF APPLICABLE) Soldier		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Rosston, OK		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 33 (NOV 9)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	10	50	
	Constitution (CON)	11	55	
	Dexterity (DEX)	12	60	
	Intelligence (INT)	15	75	Cunning
	Power (POW)	10	50	
	Charisma (CHA)	14	70	Outgoing
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		10	
	Willpower Points (WP)		10	
Sanity Points (SAN)		50		
Breaking Point (BP)		40		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		14
		14
		14
		14
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	40	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	50	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	20
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	20
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	30	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)	40	<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	50	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	80
	<input type="checkbox"/> Bureaucracy (10%)	50	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	70
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%) Land	40	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	60	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)	40	<input type="checkbox"/> Persuade (20%)	30	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)	20	<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	40			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	40	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=0

Check a box when you attempt to use a skill and fail. After the session, add 1 to each checked skill and erase all checks.

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Tactical body armor - Armour Rating 5				GPS			
	Kevlar helmet - Armour Rating +1							
	Dog tags							
	Night vision goggles							
	* Spare ammunition							
	Tactical light							
	Night vision goggles							
	Military-band radio with earpiece and throat microphone							
	Multitool							
Compass								
Field dressing								
Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.								
16.	WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a)	Unarmed	70%		1D4-1				
(b)	Heavy Rifle	40%	150m	1D12+2 †	5	10%		20
(c)	Combat Knife	30%		1D6	3			
(d)	Hand Grenade	50%	20m			15%	10m	2
(e)								
(f)								
(g)								

REMARKS	17. PERSONAL DETAILS AND NOTES		18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY	
			19. SPECIAL TRAINING	SKILL OR STAT USED
	Please indicate why this agent was recruited and why the agent agreed to be recruited.			

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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* In chest rig
† Use Lethality rating if firing bursts

THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL LASKEY, Sandy		2. PROFESSION (RANK IF APPLICABLE) Soldier		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Sun Prairie, WI		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 54 (MAY 22)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	16	80	Brawny
	Constitution (CON)	10	50	
	Dexterity (DEX)	12	60	
	Intelligence (INT)	9	45	
	Power (POW)	12	60	
	Charisma (CHA)	12	60	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		13	
	Willpower Points (WP)		12	
Sanity Points (SAN)		60		
Breaking Point (BP)		48		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		12
		12
		12
		12
	12. MOTIVATIONS AND MENTAL DISORDERS	
	13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE	
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <i>adapted</i> Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <i>adapted</i>		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	40	<input type="checkbox"/> Ride (10%)	30
	<input type="checkbox"/> Alertness (20%)	50	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	60
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)	20	<input type="checkbox"/> SIGINT (0%)	60
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	20
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	70	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	30	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	50
	<input type="checkbox"/> Computer Science (0%)	40	<input type="checkbox"/> Military Science (0%) Land	60	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):	20	<input type="checkbox"/> Navigate (10%)	40	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	30	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	30	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	40			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	40	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=1

Check a box when you attempt to use a skill and fail. After the session, add 1 to each checked skill and erase all checks.

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Tactical body armor - Armour Rating 5				GPS			
	Kevlar helmet - Armour Rating +1							
	Dog tags							
	Night vision goggles							
	* Spare ammunition							
	Tactical light							
	Night vision goggles							
	Military-band radio with earpiece and throat microphone							
	Multitool							
Compass								
Field dressing								
Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.								
16.	WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a)	Unarmed	50%		1D4				
(b)	Submachine Gun	40%	50m	1D10 †	5	10%		20
(c)	Combat Knife	30%		1D6+1	3			
(d)	Hand Grenade	70%	20m			15%	10m	2
(e)								
(f)								
(g)								

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY	
		19. SPECIAL TRAINING	SKILL OR STAT USED
	Please indicate why this agent was recruited and why the agent agreed to be recruited.		

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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* In chest rig
 † Use Lethality rating if firing bursts

THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL SORRELL, Marquis		2. PROFESSION (RANK IF APPLICABLE) Soldier		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Peshtigo, WI		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 29 (JUN 2)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES	PSYCHOLOGICAL DATA	11. BONDS	SCORE
	Strength (STR)	13	65	Brawny			12
	Constitution (CON)	12	60				12
	Dexterity (DEX)	11	55				12
	Intelligence (INT)	13	65	Canny			12
	Power (POW)	11	55				
	Charisma (CHA)	12	60				
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT		12. MOTIVATIONS AND MENTAL DISORDERS	
	Hit Points (HP)		12				
	Willpower Points (WP)		11				
Sanity Points (SAN)		55					
Breaking Point (BP)		44					
10. PHYSICAL DESCRIPTION				13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE			
				Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted			

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	40	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	50	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	30	<input type="checkbox"/> Search (20%)	60
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)	40	<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)	20	<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	70	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	50	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	70
	<input type="checkbox"/> Computer Science (0%)	40	<input type="checkbox"/> Military Science (0%) Land	60	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	40	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)	20	<input type="checkbox"/> Persuade (20%)	30	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	60			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	40	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=1

Check a box when you attempt to use a skill and fail. After the session, add 1 to each checked skill and erase all checks.

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Tactical body armor - Armour Rating 5				GPS			
	Kevlar helmet - Armour Rating +1							
	Dog tags							
	Night vision goggles							
	* Spare ammunition							
	Tactical light							
	Night vision goggles							
	Military-band radio with earpiece and throat microphone							
	Multitool							
Compass								
Field dressing								
Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.								
16.	WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a)	Unarmed	70%		1D4				
(b)	Submachine Gun	40%	50m	1D10 †	5	10%		20
(c)	Combat Knife	30%		1D6+1	3			
(d)	Hand Grenade	70%	20m			15%	10m	2
(e)								
(f)								
(g)								

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY	
		19. SPECIAL TRAINING	SKILL OR STAT USED
	Please indicate why this agent was recruited and why the agent agreed to be recruited.		

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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* In chest rig
† Use Lethality rating if firing bursts

THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL JIMMERSON, Leilani		2. PROFESSION (RANK IF APPLICABLE) Soldier		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Clarkrange, TN		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 43 (MAR 4)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	11	55	
	Constitution (CON)	14	70	Perfect health
	Dexterity (DEX)	10	50	
	Intelligence (INT)	10	50	
	Power (POW)	15	75	Forbearing
	Charisma (CHA)	12	60	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		12	
	Willpower Points (WP)		15	
Sanity Points (SAN)		75		
Breaking Point (BP)		60		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		12
		12
		12
		12
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <i>adapted</i> Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <i>adapted</i>		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	30	<input type="checkbox"/> First Aid (10%)	40	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	70	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	50	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	60
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	30
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	70	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	50	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	50
	<input type="checkbox"/> Computer Science (0%)	40	<input type="checkbox"/> Military Science (0%) Land	40	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	40	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	50	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)	20	<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	40			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	40	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=0

Check a box when you attempt to use a skill and fail. After the session, add 1 to each checked skill and erase all checks.

THIS IS A WORK OF FICTION

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Tactical body armor - Armour Rating 5				GPS			
	Kevlar helmet - Armour Rating +1							
	Dog tags							
	Night vision goggles							
	* Spare ammunition							
	Tactical light							
	Night vision goggles							
	Military-band radio with earpiece and throat microphone							
	Multitool							
Compass								
Field dressing								
Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.								
16.	WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a)	Unarmed	50%		1D4-1				
(b)	Submachine Gun	40%	50m	1D10 †	5	10%		20
(c)	Combat Knife	30%		1D6	3			
(d)	Hand Grenade	70%	20m			15%	10m	2
(e)								
(f)								
(g)								

REMARKS	17. PERSONAL DETAILS AND NOTES		18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY	
			19. SPECIAL TRAINING	SKILL OR STAT USED
	Please indicate why this agent was recruited and why the agent agreed to be recruited.			

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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* In chest rig
† Use Lethality rating if firing bursts

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DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL BOWENS, Milton		2. PROFESSION (RANK IF APPLICABLE) Soldier		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Hampstead, NH		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 52 (OCT 16)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	15	75	Brawny
	Constitution (CON)	16	80	Perfect health
	Dexterity (DEX)	13	65	Nimble
	Intelligence (INT)	18	90	Brilliant
	Power (POW)	7	35	Low spirited
	Charisma (CHA)	17	85	Irresistible
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		16	
	Willpower Points (WP)		7	
Sanity Points (SAN)		35		
Breaking Point (BP)		28		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		17
		17
		17
		17
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	60	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	50	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):	20	<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)	40	<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	30
	<input type="checkbox"/> Athletics (30%)	70	<input type="checkbox"/> Medicine (0%)	20	<input type="checkbox"/> Swim (20%)	40
	<input type="checkbox"/> Bureaucracy (10%)	30	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	50
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%) Land	40	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):	20	<input type="checkbox"/> Navigate (10%)	40	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	40
	<input type="checkbox"/> Demolitions (0%)	40	<input type="checkbox"/> Persuade (20%)	30	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	40			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	60	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=1

Check a box when you attempt to use a skill and fail. After the session, add 1 to each checked skill and erase all checks.

THIS IS A WORK OF FICTION

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Tactical body armor - Armour Rating 5				GPS			
	Kevlar helmet - Armour Rating +1							
	Dog tags							
	Night vision goggles							
	* Spare ammunition							
	Tactical light							
	Night vision goggles							
	Military-band radio with earpiece and throat microphone							
	Multitool							
Compass								
Field dressing								
Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.								
16.	WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a)	Unarmed	50%		1D4				
(b)	Heavy Rifle	60%	150m	1D12+2 †	5	10%		20
(c)	Combat Knife	30%		1D6+1	3			
(d)	Hand Grenade	70%	20m			15%	10m	2
(e)								
(f)								
(g)								

REMARKS	17. PERSONAL DETAILS AND NOTES		18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY	
			19. SPECIAL TRAINING	SKILL OR STAT USED
	Please indicate why this agent was recruited and why the agent agreed to be recruited.			

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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* In chest rig
† Use Lethality rating if firing bursts

THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL LEASE, Angie		2. PROFESSION (RANK IF APPLICABLE) Soldier		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Lamont, IA		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 43 (DEC 17)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	12	60	
	Constitution (CON)	12	60	
	Dexterity (DEX)	11	55	
	Intelligence (INT)	11	55	
	Power (POW)	13	65	Strong-willed
	Charisma (CHA)	13	65	Likable
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		12	
	Willpower Points (WP)		13	
Sanity Points (SAN)		65		
Breaking Point (BP)		52		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		13
		13
		13
		13
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	30	<input type="checkbox"/> First Aid (10%)	40	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	50	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	70	<input type="checkbox"/> Search (20%)	60
	<input type="checkbox"/> Archeology (0%)	20	<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)	20	<input type="checkbox"/> Law (0%)	20	<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	50	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	40
	<input type="checkbox"/> Bureaucracy (10%)	30	<input type="checkbox"/> Melee Weapons (30%)	50	<input type="checkbox"/> Unarmed Combat (40%)	50
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%) Land	40	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	40	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	40
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	30	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	60			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	40	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=0

Check a box when you attempt to use a skill and fail. After the session, add 1 to each checked skill and erase all checks.

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Tactical body armor - Armour Rating 5				GPS			
	Kevlar helmet - Armour Rating +1							
	Dog tags							
	Night vision goggles							
	* Spare ammunition							
	Tactical light							
	Night vision goggles							
	Military-band radio with earpiece and throat microphone							
	Multitool							
Compass								
Field dressing								
Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.								
16. WEAPONS								
	WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	50%		1D4-1				
	(b) Submachine Gun	40%	50m	1D10 †	5	10%		20
	(c) Combat Knife	50%		1D6	3			
	(d) Hand Grenade	50%	20m			15%	10m	2
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES		18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY	
			19. SPECIAL TRAINING	SKILL OR STAT USED
	Please indicate why this agent was recruited and why the agent agreed to be recruited.			

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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* In chest rig
† Use Lethality rating if firing bursts

THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL RUTLEDGE, Clayton		2. PROFESSION (RANK IF APPLICABLE) Soldier		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Abingdon, IL		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 42 (SEP 5)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES	PSYCHOLOGICAL DATA	11. BONDS	SCORE	
	Strength (STR)	13	65	Tough			12	
	Constitution (CON)	11	55				12	
	Dexterity (DEX)	12	60				12	
	Intelligence (INT)	11	55				12	
	Power (POW)	13	65	Calm				
	Charisma (CHA)	12	60					
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT		12. MOTIVATIONS AND MENTAL DISORDERS		
	Hit Points (HP)		12					
	Willpower Points (WP)		13					
Sanity Points (SAN)		65						
Breaking Point (BP)		52						
10. PHYSICAL DESCRIPTION					13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE			
					Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <i>adapted</i> Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <i>adapted</i>			

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	30	<input type="checkbox"/> First Aid (10%)	40	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	50	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)	40	<input type="checkbox"/> SIGINT (0%)	20
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	70	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	30	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	70
	<input type="checkbox"/> Computer Science (0%)	40	<input type="checkbox"/> Military Science (0%) Land	40	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	40	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	30	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	40
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	30	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)	20	<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):	20	<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	40			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	60	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=1

Check a box when you attempt to use a skill and fail. After the session, add 1 to each checked skill and erase all checks.

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Tactical body armor - Armour Rating 5				GPS			
	Kevlar helmet - Armour Rating +1							
	Dog tags							
	Night vision goggles							
	* Spare ammunition							
	Tactical light							
	Night vision goggles							
	Military-band radio with earpiece and throat microphone							
	Multitool							
Compass								
Field dressing								
Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.								
16.	WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a)	Unarmed	70%		1D4				
(b)	Submachine Gun	60%	50m	1D10 †	5	10%		20
(c)	Combat Knife	30%		1D6+1	3			
(d)	Hand Grenade	70%	20m			15%	10m	2
(e)								
(f)								
(g)								

REMARKS	17. PERSONAL DETAILS AND NOTES		18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY	
			19. SPECIAL TRAINING	SKILL OR STAT USED
	Please indicate why this agent was recruited and why the agent agreed to be recruited.			

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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* In chest rig
† Use Lethality rating if firing bursts

THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL RIDGLEY, Maya		2. PROFESSION (RANK IF APPLICABLE) Soldier		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Dennis, MA		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 49 (MAY 9)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	11	55	
	Constitution (CON)	15	75	Resilient
	Dexterity (DEX)	9	45	
	Intelligence (INT)	11	55	
	Power (POW)	14	70	Brave
	Charisma (CHA)	9	45	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		13	
	Willpower Points (WP)		14	
Sanity Points (SAN)		70		
Breaking Point (BP)		56		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		9
		9
		9
		9
	12. MOTIVATIONS AND MENTAL DISORDERS	
	13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE	
	Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted	

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	30	<input type="checkbox"/> First Aid (10%)	40	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	50	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)	20	<input type="checkbox"/> Heavy Machinery (10%)	50	<input type="checkbox"/> Search (20%)	40
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)	40	<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):	20	<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	30	<input type="checkbox"/> Surgery (0%)	20
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	50	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	30	<input type="checkbox"/> Melee Weapons (30%)	50	<input type="checkbox"/> Unarmed Combat (40%)	50
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%) Land	40	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	60	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)	40	<input type="checkbox"/> Persuade (20%)	30	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	40			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	40	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=0

Check a box when you attempt to use a skill and fail. After the session, add 1 to each checked skill and erase all checks.

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Tactical body armor - Armour Rating 5				GPS			
	Kevlar helmet - Armour Rating +1							
	Dog tags							
	Night vision goggles							
	* Spare ammunition							
	Tactical light							
	Night vision goggles							
	Military-band radio with earpiece and throat microphone							
	Multitool							
Compass								
Field dressing								
Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.								
16.	WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a)	Unarmed	50%		1D4-1				
(b)	Heavy Rifle	40%	150m	1D12+2 †	5	10%		20
(c)	Combat Knife	50%		1D6	3			
(d)	Hand Grenade	50%	20m			15%	10m	2
(e)								
(f)								
(g)								

REMARKS	17. PERSONAL DETAILS AND NOTES		18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY	
			19. SPECIAL TRAINING	SKILL OR STAT USED

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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* In chest rig
 † Use Lethality rating if firing bursts

THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL MIKULA, Brock		2. PROFESSION (RANK IF APPLICABLE) Soldier		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Keystone, IN		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 48 (OCT 14)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	12	60	
	Constitution (CON)	12	60	
	Dexterity (DEX)	13	65	Nimble
	Intelligence (INT)	11	55	
	Power (POW)	13	65	Calm
	Charisma (CHA)	11	55	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		12	
	Willpower Points (WP)		13	
Sanity Points (SAN)		65		
Breaking Point (BP)		52		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS		SCORE
			11
			11
			11
			11
	12. MOTIVATIONS AND MENTAL DISORDERS		
	13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
	Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	40	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	50	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	50	<input type="checkbox"/> Search (20%)	80
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):	20	<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	30
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	20
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	50	<input type="checkbox"/> Medicine (0%)	20	<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	30	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	50
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%) Land	40	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	60	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	30	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	40
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	30	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)	20	<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	40			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	40	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=0

Check a box when you attempt to use a skill and fail. After the session, add 1 to each checked skill and erase all checks.

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Tactical body armor - Armour Rating 5				GPS			
	Kevlar helmet - Armour Rating +1							
	Dog tags							
	Night vision goggles							
	* Spare ammunition							
	Tactical light							
	Night vision goggles							
	Military-band radio with earpiece and throat microphone							
	Multitool							
Compass								
Field dressing								
Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.								
16.	WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a)	Unarmed	50%		1D4-1				
(b)	Heavy Rifle	40%	150m	1D12+2 †	5	10%		20
(c)	Combat Knife	30%		1D6	3			
(d)	Hand Grenade	50%	20m			15%	10m	2
(e)								
(f)								
(g)								

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY	
		19. SPECIAL TRAINING	SKILL OR STAT USED
	Please indicate why this agent was recruited and why the agent agreed to be recruited.		

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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* In chest rig
† Use Lethality rating if firing bursts

THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL GOLDSBERRY, Randi		2. PROFESSION (RANK IF APPLICABLE) Soldier		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Pelahatchie, MS		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 49 (APR 22)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	10	50	
	Constitution (CON)	14	70	Resistant
	Dexterity (DEX)	15	75	Deft
	Intelligence (INT)	16	80	Canny
	Power (POW)	14	70	Strong-willed
	Charisma (CHA)	10	50	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		12	
	Willpower Points (WP)		14	
Sanity Points (SAN)		70		
Breaking Point (BP)		56		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		10
		10
		10
		10
	12. MOTIVATIONS AND MENTAL DISORDERS	
	13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE	
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	40	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	50	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	40
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	40
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	30	<input type="checkbox"/> Stealth (10%)	30
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	20
	<input type="checkbox"/> Artillery (0%)	40	<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	50	<input type="checkbox"/> Medicine (0%)	20	<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	30	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	50
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%) Land	40	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):	20	<input type="checkbox"/> Navigate (10%)	40	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	30	<input type="checkbox"/>	40
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	30	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)	20	<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	40			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	40	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=0

Check a box when you attempt to use a skill and fail. After the session, add 1 to each checked skill and erase all checks.

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INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Tactical body armor - Armour Rating 5				GPS			
	Kevlar helmet - Armour Rating +1							
	Dog tags							
	Night vision goggles							
	* Spare ammunition							
	Tactical light							
	Night vision goggles							
	Military-band radio with earpiece and throat microphone							
	Multitool							
Compass								
Field dressing								
Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.								
16. WEAPONS								
	WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	50%		1D4-1				
	(b) Submachine Gun	40%	50m	1D10 †	5	10%		20
	(c) Combat Knife	30%		1D6	3			
	(d) Hand Grenade	50%	20m			15%	10m	2
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES		18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY	
			19. SPECIAL TRAINING	SKILL OR STAT USED
	Please indicate why this agent was recruited and why the agent agreed to be recruited.			

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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* In chest rig
† Use Lethality rating if firing bursts

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL TOLLETT, Neil		2. PROFESSION (RANK IF APPLICABLE) Soldier		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Sunfield, MI		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 35 (AUG 10)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	10	50	
	Constitution (CON)	8	40	Unwell
	Dexterity (DEX)	17	85	Quick
	Intelligence (INT)	13	65	Crafty
	Power (POW)	16	80	Forbearing
	Charisma (CHA)	12	60	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		9	
	Willpower Points (WP)		16	
Sanity Points (SAN)		80		
Breaking Point (BP)		64		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		12
		12
		12
		12
	12. MOTIVATIONS AND MENTAL DISORDERS	
	13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE	
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	40	<input type="checkbox"/> Ride (10%)	30
	<input type="checkbox"/> Alertness (20%)	50	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)	20	<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)	20	<input type="checkbox"/> Law (0%)	20	<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	50	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	60
	<input type="checkbox"/> Bureaucracy (10%)	30	<input type="checkbox"/> Melee Weapons (30%)	50	<input type="checkbox"/> Unarmed Combat (40%)	50
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%) Land	40	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):	20	<input type="checkbox"/> Navigate (10%)	40	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	40
	<input type="checkbox"/> Demolitions (0%)	60	<input type="checkbox"/> Persuade (20%)	30	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	30	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	40			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	40	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=0

Check a box when you attempt to use a skill and fail. After the session, add 1 to each checked skill and erase all checks.

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Tactical body armor - Armour Rating 5				GPS			
	Kevlar helmet - Armour Rating +1							
	Dog tags							
	Night vision goggles							
	* Spare ammunition							
	Tactical light							
	Night vision goggles							
	Military-band radio with earpiece and throat microphone							
	Multitool							
Compass								
Field dressing								
Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.								
16. WEAPONS								
	WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	50%		1D4-1				
	(b) Submachine Gun	40%	50m	1D10 †	5	10%		20
	(c) Combat Knife	50%		1D6	3			
	(d) Hand Grenade	50%	20m			15%	10m	2
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES		18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY	
			19. SPECIAL TRAINING	SKILL OR STAT USED
	Please indicate why this agent was recruited and why the agent agreed to be recruited.			

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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* In chest rig
† Use Lethality rating if firing bursts

THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL KIDNEY, Alexis		2. PROFESSION (RANK IF APPLICABLE) Soldier		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Glynco, GA		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 38 (APR 27)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	8	40	Puny
	Constitution (CON)	12	60	
	Dexterity (DEX)	7	35	Bulky
	Intelligence (INT)	15	75	Sharp
	Power (POW)	11	55	
	Charisma (CHA)	14	70	Prepossessing
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		10	
	Willpower Points (WP)		11	
Sanity Points (SAN)		55		
Breaking Point (BP)		44		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		14
		14
		14
		14
	12. MOTIVATIONS AND MENTAL DISORDERS	
	13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE	
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	40	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	50	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	50	<input type="checkbox"/> Search (20%)	40
	<input type="checkbox"/> Archeology (0%)	20	<input type="checkbox"/> Heavy Weapons (0%)	20	<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)	40	<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	70	<input type="checkbox"/> Medicine (0%)	20	<input type="checkbox"/> Swim (20%)	60
	<input type="checkbox"/> Bureaucracy (10%)	30	<input type="checkbox"/> Melee Weapons (30%)	50	<input type="checkbox"/> Unarmed Combat (40%)	50
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%) Land	40	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	60	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	30	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	30	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	40			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	40	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=-1

Check a box when you attempt to use a skill and fail. After the session, add 1 to each checked skill and erase all checks.

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Tactical body armor - Armour Rating 5				GPS			
	Kevlar helmet - Armour Rating +1							
	Dog tags							
	Night vision goggles							
	* Spare ammunition							
	Tactical light							
	Night vision goggles							
	Military-band radio with earpiece and throat microphone							
	Multitool							
Compass								
Field dressing								
Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.								
16.	WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a)	Unarmed	50%		1D4-2				
(b)	Medium Pistol	40%	15m	1D10				15
(c)	RPG launcher	20%	200m		20	30%	10m	20
(d)	Combat Knife	50%		1D6-1	3			
(e)	Hand Grenade	70%	20m			15%	10m	2
(f)								
(g)								

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY	
		19. SPECIAL TRAINING	SKILL OR STAT USED
	Please indicate why this agent was recruited and why the agent agreed to be recruited.		

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL ISHAM, Melvin		2. PROFESSION (RANK IF APPLICABLE) Soldier		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Gambell, AK		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 54 (APR 26)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	13	65	Powerful
	Constitution (CON)	12	60	
	Dexterity (DEX)	11	55	
	Intelligence (INT)	13	65	Quick witted
	Power (POW)	12	60	
	Charisma (CHA)	11	55	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		12	
	Willpower Points (WP)		12	
Sanity Points (SAN)		60		
Breaking Point (BP)		48		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		11
		11
		11
		11
	12. MOTIVATIONS AND MENTAL DISORDERS	
	13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE	
	Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted	

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	40	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	50	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	20
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)	40	<input type="checkbox"/> Law (0%)	20	<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	50	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	60
	<input type="checkbox"/> Bureaucracy (10%)	30	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	70
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%) Land	40	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):	20	<input type="checkbox"/> Navigate (10%)	40	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)	40	<input type="checkbox"/> Persuade (20%)	30	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	30	<input type="checkbox"/> Pharmacy (0%)	20	<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	40			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	60	<input type="checkbox"/> Psychotherapy (10%)	30	<input type="checkbox"/>	

DB=1

Check a box when you attempt to use a skill and fail. After the session, add 1 to each checked skill and erase all checks.

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Tactical body armor - Armour Rating 5				GPS			
	Kevlar helmet - Armour Rating +1							
	Dog tags							
	Night vision goggles							
	* Spare ammunition							
	Tactical light							
	Night vision goggles							
	Military-band radio with earpiece and throat microphone							
	Multitool							
Compass								
Field dressing								
Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.								
16.	WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a)	Unarmed	70%		1D4				
(b)	Heavy Rifle	60%	150m	1D12+2 †	5	10%		20
(c)	Combat Knife	30%		1D6+1	3			
(d)	Hand Grenade	50%	20m			15%	10m	2
(e)								
(f)								
(g)								

REMARKS	17. PERSONAL DETAILS AND NOTES		18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY	
			19. SPECIAL TRAINING	SKILL OR STAT USED
	Please indicate why this agent was recruited and why the agent agreed to be recruited.			

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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* In chest rig
† Use Lethality rating if firing bursts

THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL ROOKS, Anna		2. PROFESSION (RANK IF APPLICABLE) Soldier		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Damascus, VA		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 34 (JUL 12)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	12	60	
	Constitution (CON)	13	65	Fit
	Dexterity (DEX)	12	60	
	Intelligence (INT)	11	55	
	Power (POW)	13	65	Strong-willed
	Charisma (CHA)	11	55	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		12	
	Willpower Points (WP)		13	
Sanity Points (SAN)		65		
Breaking Point (BP)		52		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS		SCORE
			11
			11
			11
			11
	12. MOTIVATIONS AND MENTAL DISORDERS		
	13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted			

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	40	<input type="checkbox"/> Ride (10%)	30
	<input type="checkbox"/> Alertness (20%)	50	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)	20	<input type="checkbox"/> Heavy Machinery (10%)	70	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	20
	<input type="checkbox"/> Artillery (0%)	40	<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	70	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	30	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	50
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%) Land	40	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	40	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	30	<input type="checkbox"/>	40
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	30	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	30	<input type="checkbox"/> Pharmacy (0%)	20	<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	40			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	40	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=0

Check a box when you attempt to use a skill and fail. After the session, add 1 to each checked skill and erase all checks.

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Tactical body armor - Armour Rating 5				GPS			
	Kevlar helmet - Armour Rating +1							
	Dog tags							
	Night vision goggles							
	* Spare ammunition							
	Tactical light							
	Night vision goggles							
	Military-band radio with earpiece and throat microphone							
	Multitool							
Compass								
Field dressing								
Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.								
16.	WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a)	Unarmed	50%		1D4-1				
(b)	Medium Pistol	40%	15m	1D10				15
(c)	Grenade...	0%	300m		3	15% †	Per burst	100
(d)	Combat Knife	30%		1D6	3			
(e)	Hand Grenade	70%	20m			15%	10m	2
(f)								
(g)								

REMARKS	17. PERSONAL DETAILS AND NOTES		18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY	
			19. SPECIAL TRAINING	SKILL OR STAT USED
	Please indicate why this agent was recruited and why the agent agreed to be recruited.			

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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* In chest rig
† If firing a burst (5 grenades),
Lethality is 20%

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DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL CHONG, Julio		2. PROFESSION (RANK IF APPLICABLE) Soldier		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Sun City, KS		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 33 (SEP 11)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	12	60	
	Constitution (CON)	14	70	Resistant
	Dexterity (DEX)	15	75	Deft
	Intelligence (INT)	10	50	
	Power (POW)	11	55	
	Charisma (CHA)	10	50	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		13	
	Willpower Points (WP)		11	
Sanity Points (SAN)		55		
Breaking Point (BP)		44		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		10
		10
		10
		10
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	40	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	50	<input type="checkbox"/> Forensics (0%)	20	<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)	20	<input type="checkbox"/> Heavy Machinery (10%)	50	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	30
			<input type="checkbox"/> HUMINT (10%)	30	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	50	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	40
	<input type="checkbox"/> Bureaucracy (10%)	30	<input type="checkbox"/> Melee Weapons (30%)	50	<input type="checkbox"/> Unarmed Combat (40%)	50
	<input type="checkbox"/> Computer Science (0%)	40	<input type="checkbox"/> Military Science (0%) Land	40	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	60	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	30	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)	40	<input type="checkbox"/> Persuade (20%)	30	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	40			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	40	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=0

Check a box when you attempt to use a skill and fail. After the session, add 1 to each checked skill and erase all checks.

THIS IS A WORK OF FICTION

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Tactical body armor - Armour Rating 5				GPS			
	Kevlar helmet - Armour Rating +1							
	Dog tags							
	Night vision goggles							
	* Spare ammunition							
	Tactical light							
	Night vision goggles							
	Military-band radio with earpiece and throat microphone							
	Multitool							
Compass								
Field dressing								
Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.								
16. WEAPONS								
	WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	50%		1D4-1				
	(b) Submachine Gun	40%	50m	1D10 †	5	10%		20
	(c) Combat Knife	50%		1D6	3			
	(d) Hand Grenade	50%	20m			15%	10m	2
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES		18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY	
			19. SPECIAL TRAINING	SKILL OR STAT USED
Please indicate why this agent was recruited and why the agent agreed to be recruited.				

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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* In chest rig
† Use Lethality rating if firing bursts

THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL FINKEL, Michaela		2. PROFESSION (RANK IF APPLICABLE) Soldier		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Hammond, IN		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 37 (NOV 9)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	10	50	
	Constitution (CON)	12	60	
	Dexterity (DEX)	13	65	Quick footed
	Intelligence (INT)	11	55	
	Power (POW)	12	60	
	Charisma (CHA)	18	90	Captivating
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		11	
	Willpower Points (WP)		12	
Sanity Points (SAN)		60		
Breaking Point (BP)		48		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS		SCORE
			18
			18
			18
			18
	12. MOTIVATIONS AND MENTAL DISORDERS		
	13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted			

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	30	<input type="checkbox"/> First Aid (10%)	40	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	70	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	50	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)	40	<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):	20	<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	50	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	40
	<input type="checkbox"/> Bureaucracy (10%)	30	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	50
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%) Land	40	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	60	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)	40	<input type="checkbox"/> Persuade (20%)	30	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)	20	<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):	20	<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	40			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	60	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=0

Check a box when you attempt to use a skill and fail. After the session, add 1 to each checked skill and erase all checks.

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Tactical body armor - Armour Rating 5				GPS			
	Kevlar helmet - Armour Rating +1							
	Dog tags							
	Night vision goggles							
	* Spare ammunition							
	Tactical light							
	Night vision goggles							
	Military-band radio with earpiece and throat microphone							
	Multitool							
Compass								
Field dressing								
Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.								
16.	WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a)	Unarmed	50%		1D4-1				
(b)	Submachine Gun	60%	50m	1D10 †	5	10%		20
(c)	Combat Knife	30%		1D6	3			
(d)	Hand Grenade	50%	20m			15%	10m	2
(e)								
(f)								
(g)								

REMARKS	17. PERSONAL DETAILS AND NOTES		18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY		
			19. SPECIAL TRAINING	SKILL OR STAT USED	
Please indicate why this agent was recruited and why the agent agreed to be recruited.					

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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* In chest rig
† Use Lethality rating if firing bursts

THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL WALL, Justine		2. PROFESSION (RANK IF APPLICABLE) Soldier		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Stockton, IL		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 53 (AUG 22)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	12	60	
	Constitution (CON)	11	55	
	Dexterity (DEX)	13	65	Nimble
	Intelligence (INT)	11	55	
	Power (POW)	12	60	
	Charisma (CHA)	13	65	Charming
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		12	
	Willpower Points (WP)		12	
Sanity Points (SAN)		60		
Breaking Point (BP)		48		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		13
		13
		13
		13
	12. MOTIVATIONS AND MENTAL DISORDERS	
	13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE	
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <i>adapted</i> Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <i>adapted</i>		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	40	<input type="checkbox"/> Ride (10%)	30
	<input type="checkbox"/> Alertness (20%)	50	<input type="checkbox"/> Forensics (0%)	20	<input type="checkbox"/> Science (0%):	20
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	60
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)	60	<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)	40	<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	50	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	30	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	50
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%) Land	40	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	40	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	20
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	50	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)	20	<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	40			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	40	<input type="checkbox"/> Psychotherapy (10%)	30	<input type="checkbox"/>	

DB=0

Check a box when you attempt to use a skill and fail. After the session, add 1 to each checked skill and erase all checks.

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Tactical body armor - Armour Rating 5				GPS			
	Kevlar helmet - Armour Rating +1							
	Dog tags							
	Night vision goggles							
	* Spare ammunition							
	Tactical light							
	Night vision goggles							
	Military-band radio with earpiece and throat microphone							
	Multitool							
Compass								
Field dressing								
Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.								
16.	WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a)	Unarmed	50%		1D4-1				
(b)	Heavy Rifle	40%	150m	1D12+2 †	5	10%		20
(c)	Combat Knife	30%		1D6	3			
(d)	Hand Grenade	50%	20m			15%	10m	2
(e)								
(f)								
(g)								

REMARKS	17. PERSONAL DETAILS AND NOTES		18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY	
			19. SPECIAL TRAINING	SKILL OR STAT USED
	Please indicate why this agent was recruited and why the agent agreed to be recruited.			

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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* In chest rig
† Use Lethality rating if firing bursts

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DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL STALVEY, Araceli		2. PROFESSION (RANK IF APPLICABLE) Soldier		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Phoenix, AZ		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 53 (MAY 22)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	14	70	Tough
	Constitution (CON)	12	60	
	Dexterity (DEX)	10	50	
	Intelligence (INT)	10	50	
	Power (POW)	11	55	
	Charisma (CHA)	15	75	Likable
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		13	
	Willpower Points (WP)		11	
Sanity Points (SAN)		55		
Breaking Point (BP)		44		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		15
		15
		15
		15
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	60	<input type="checkbox"/> Ride (10%)	30
	<input type="checkbox"/> Alertness (20%)	50	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	50	<input type="checkbox"/> Search (20%)	60
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)	60	<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):	20	<input type="checkbox"/> History (10%)	30	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	30	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)	20	<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	50	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	30	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	50
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%) Land	40	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	40	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	30	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)	20	<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	40			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	40	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=1

Check a box when you attempt to use a skill and fail. After the session, add 1 to each checked skill and erase all checks.

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Tactical body armor - Armour Rating 5				GPS			
	Kevlar helmet - Armour Rating +1							
	Dog tags							
	Night vision goggles							
	* Spare ammunition							
	Tactical light							
	Night vision goggles							
	Military-band radio with earpiece and throat microphone							
	Multitool							
Compass								
Field dressing								
Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.								
16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO	
(a) Unarmed	50%		1D4					
(b) Heavy Rifle	40%	150m	1D12+2 †	5	10%		20	
(c) Combat Knife	30%		1D6+1	3				
(d) Hand Grenade	50%	20m			15%	10m	2	
(e)								
(f)								
(g)								

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY	
		19. SPECIAL TRAINING	SKILL OR STAT USED
	Please indicate why this agent was recruited and why the agent agreed to be recruited.		

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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* In chest rig
† Use Lethality rating if firing bursts

THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL CLOUTIER, Frank		2. PROFESSION (RANK IF APPLICABLE) Soldier		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Grayland, WA		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 47 (APR 14)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	10	50	
	Constitution (CON)	14	70	Robust
	Dexterity (DEX)	11	55	
	Intelligence (INT)	15	75	Perceptive
	Power (POW)	12	60	
	Charisma (CHA)	10	50	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		12	
	Willpower Points (WP)		12	
Sanity Points (SAN)		60		
Breaking Point (BP)		48		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		10
		10
		10
		10
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	40	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	50	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	50	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)	40	<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	50	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	30	<input type="checkbox"/> Melee Weapons (30%)	50	<input type="checkbox"/> Unarmed Combat (40%)	50
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%) Land	40	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	40	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	30	<input type="checkbox"/> Occult (10%)	30	<input type="checkbox"/>	40
	<input type="checkbox"/> Demolitions (0%)	20	<input type="checkbox"/> Persuade (20%)	50	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)	20	<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	60			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	40	<input type="checkbox"/> Psychotherapy (10%)	30	<input type="checkbox"/>	

DB=0

Check a box when you attempt to use a skill and fail. After the session, add 1 to each checked skill and erase all checks.

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Tactical body armor - Armour Rating 5				GPS			
	Kevlar helmet - Armour Rating +1							
	Dog tags							
	Night vision goggles							
	* Spare ammunition							
	Tactical light							
	Night vision goggles							
	Military-band radio with earpiece and throat microphone							
	Multitool							
Compass								
Field dressing								
Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.								
16. WEAPONS								
	WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	50%		1D4-1				
	(b) Medium Pistol	40%	15m	1D10				15
	(c) Flamethrower	0%	5m			10%	1m	20
	(d) Combat Knife	50%		1D6	3			
	(e) Hand Grenade	50%	20m			15%	10m	2
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES		18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY	
			19. SPECIAL TRAINING	SKILL OR STAT USED
Please indicate why this agent was recruited and why the agent agreed to be recruited.				

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL BUZZARD, Miranda		2. PROFESSION (RANK IF APPLICABLE) Soldier		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Bee, VA		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 53 (DEC 27)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	11	55	
	Constitution (CON)	14	70	Fit
	Dexterity (DEX)	15	75	Nimble
	Intelligence (INT)	10	50	
	Power (POW)	12	60	
	Charisma (CHA)	16	80	Approachable
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		12	
	Willpower Points (WP)		12	
Sanity Points (SAN)		60		
Breaking Point (BP)		48		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		16
		16
		16
		16
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	40	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	50	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)	20	<input type="checkbox"/> Heavy Machinery (10%)	50	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	30
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	20
	<input type="checkbox"/> Artillery (0%)	60	<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	50	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	50	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	50
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%) Land	40	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):	20	<input type="checkbox"/> Navigate (10%)	40	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	40
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	30	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):	20	<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	40			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	60	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=0

Check a box when you attempt to use a skill and fail. After the session, add 1 to each checked skill and erase all checks.

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Tactical body armor - Armour Rating 5				GPS			
	Kevlar helmet - Armour Rating +1							
	Dog tags							
	Night vision goggles							
	* Spare ammunition							
	Tactical light							
	Night vision goggles							
	Military-band radio with earpiece and throat microphone							
	Multitool							
Compass								
Field dressing								
Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.								
16.	WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a)	Unarmed	50%		1D4-1				
(b)	Heavy Rifle	60%	150m	1D12+2 †	5	10%		20
(c)	Combat Knife	30%		1D6	3			
(d)	Hand Grenade	50%	20m			15%	10m	2
(e)								
(f)								
(g)								

REMARKS	17. PERSONAL DETAILS AND NOTES		18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY		
			19. SPECIAL TRAINING	SKILL OR STAT USED	
Please indicate why this agent was recruited and why the agent agreed to be recruited.					

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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* In chest rig
† Use Lethality rating if firing bursts

THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL CATANIA, Rafael		2. PROFESSION (RANK IF APPLICABLE) Soldier		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Lennon, MI		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 29 (JUN 5)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	11	55	
	Constitution (CON)	11	55	
	Dexterity (DEX)	12	60	
	Intelligence (INT)	13	65	Cunning
	Power (POW)	13	65	Strong-willed
	Charisma (CHA)	12	60	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		11	
	Willpower Points (WP)		13	
Sanity Points (SAN)		65		
Breaking Point (BP)		52		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS		SCORE	
			12	
			12	
			12	
			12	
	12. MOTIVATIONS AND MENTAL DISORDERS			
	13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE			
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted				

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	30	<input type="checkbox"/> First Aid (10%)	40	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	50	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)	40	<input type="checkbox"/> SIGINT (0%)	60
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)	20	<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	50	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	30	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	50
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%) Land	40	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):	20	<input type="checkbox"/> Navigate (10%)	40	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	30	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	60
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	30	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):	20	<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	40			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	40	<input type="checkbox"/> Psychotherapy (10%)	30	<input type="checkbox"/>	

DB=0

Check a box when you attempt to use a skill and fail. After the session, add 1 to each checked skill and erase all checks.

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Tactical body armor - Armour Rating 5				GPS			
	Kevlar helmet - Armour Rating +1							
	Dog tags							
	Night vision goggles							
	* Spare ammunition							
	Tactical light							
	Night vision goggles							
	Military-band radio with earpiece and throat microphone							
	Multitool							
Compass								
Field dressing								
Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.								
16.	WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a)	Unarmed	50%		1D4-1				
(b)	Heavy Rifle	40%	150m	1D12+2 †	5	10%		20
(c)	Combat Knife	30%		1D6	3			
(d)	Hand Grenade	50%	20m			15%	10m	2
(e)								
(f)								
(g)								

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY	
		19. SPECIAL TRAINING	SKILL OR STAT USED
	Please indicate why this agent was recruited and why the agent agreed to be recruited.		

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL FULLILOVE, Alice		2. PROFESSION (RANK IF APPLICABLE) Soldier		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Lake Dallas, TX		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 35 (AUG 13)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	15	75	Tough
	Constitution (CON)	12	60	
	Dexterity (DEX)	10	50	
	Intelligence (INT)	10	50	
	Power (POW)	11	55	
	Charisma (CHA)	14	70	Friendly
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		14	
	Willpower Points (WP)		11	
Sanity Points (SAN)		55		
Breaking Point (BP)		44		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		14
		14
		14
		14
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	60	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	50	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	50	<input type="checkbox"/> Search (20%)	60
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)	40	<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	50	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	50	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	70
	<input type="checkbox"/> Computer Science (0%)	20	<input type="checkbox"/> Military Science (0%) Land	40	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	60	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	30	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	30	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	30	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	40			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	60	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=1

Check a box when you attempt to use a skill and fail. After the session, add 1 to each checked skill and erase all checks.

THIS IS A WORK OF FICTION

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Tactical body armor - Armour Rating 5				GPS			
	Kevlar helmet - Armour Rating +1							
	Dog tags							
	Night vision goggles							
	* Spare ammunition							
	Tactical light							
	Night vision goggles							
	Military-band radio with earpiece and throat microphone							
	Multitool							
Compass								
Field dressing								
Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.								
16. WEAPONS								
	WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	70%		1D4				
	(b) Heavy Rifle	60%	150m	1D12+2 †	5	10%		20
	(c) Combat Knife	30%		1D6+1	3			
	(d) Hand Grenade	50%	20m			15%	10m	2
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES		18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY	
			19. SPECIAL TRAINING	SKILL OR STAT USED
	Please indicate why this agent was recruited and why the agent agreed to be recruited.			

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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* In chest rig
† Use Lethality rating if firing bursts

THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL HAYWORTH, Sidney		2. PROFESSION (RANK IF APPLICABLE) Soldier		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Menard, TX		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 49 (MAR 4)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	11	55	
	Constitution (CON)	12	60	
	Dexterity (DEX)	10	50	
	Intelligence (INT)	15	75	Sharp
	Power (POW)	10	50	
	Charisma (CHA)	14	70	Likable
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		12	
	Willpower Points (WP)		10	
Sanity Points (SAN)		50		
Breaking Point (BP)		40		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		14
		14
		14
		14
	12. MOTIVATIONS AND MENTAL DISORDERS	
	13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE	
	Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted	

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	40	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	50	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	20
	<input type="checkbox"/> Anthropology (0%)	20	<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	60
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	30	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	30	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)	40	<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	70	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	30	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	50
	<input type="checkbox"/> Computer Science (0%)	60	<input type="checkbox"/> Military Science (0%) Land	40	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	60	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	30	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)	20	<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	40			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	40	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=0

Check a box when you attempt to use a skill and fail. After the session, add 1 to each checked skill and erase all checks.

THIS IS A WORK OF FICTION

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Tactical body armor - Armour Rating 5				GPS			
	Kevlar helmet - Armour Rating +1							
	Dog tags							
	Night vision goggles							
	* Spare ammunition							
	Tactical light							
	Night vision goggles							
	Military-band radio with earpiece and throat microphone							
	Multitool							
Compass								
Field dressing								
Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.								
16.	WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a)	Unarmed	50%		1D4-1				
(b)	Submachine Gun	40%	50m	1D10 †	5	10%		20
(c)	Combat Knife	30%		1D6	3			
(d)	Hand Grenade	70%	20m			15%	10m	2
(e)								
(f)								
(g)								

REMARKS	17. PERSONAL DETAILS AND NOTES		18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY	
			19. SPECIAL TRAINING	SKILL OR STAT USED
	Please indicate why this agent was recruited and why the agent agreed to be recruited.			

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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* In chest rig
† Use Lethality rating if firing bursts

THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL REMMERS, Eliza		2. PROFESSION (RANK IF APPLICABLE) Soldier		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Shrub Oak, NY		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 30 (AUG 10)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	12	60	
	Constitution (CON)	10	50	
	Dexterity (DEX)	11	55	
	Intelligence (INT)	14	70	Perceptive
	Power (POW)	10	50	
	Charisma (CHA)	15	75	Outgoing
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		11	
	Willpower Points (WP)		10	
Sanity Points (SAN)		50		
Breaking Point (BP)		40		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		15
		15
		15
		15
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	60	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	50	<input type="checkbox"/> Forensics (0%)	20	<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	50	<input type="checkbox"/> Search (20%)	60
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):	20	<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	20
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)	20	<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	50	<input type="checkbox"/> Medicine (0%)	20	<input type="checkbox"/> Swim (20%)	60
	<input type="checkbox"/> Bureaucracy (10%)	30	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	50
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%) Land	40	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	40	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	30	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	30	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	30	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	40			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	40	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=0

Check a box when you attempt to use a skill and fail. After the session, add 1 to each checked skill and erase all checks.

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INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Tactical body armor - Armour Rating 5				GPS			
	Kevlar helmet - Armour Rating +1							
	Dog tags							
	Night vision goggles							
	* Spare ammunition							
	Tactical light							
	Night vision goggles							
	Military-band radio with earpiece and throat microphone							
	Multitool							
Compass								
Field dressing								
Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.								
16.	WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a)	Unarmed	50%		1D4-1				
(b)	Submachine Gun	40%	50m	1D10 †	5	10%		20
(c)	Combat Knife	30%		1D6	3			
(d)	Hand Grenade	50%	20m			15%	10m	2
(e)								
(f)								
(g)								

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY	
		19. SPECIAL TRAINING	SKILL OR STAT USED
	Please indicate why this agent was recruited and why the agent agreed to be recruited.		

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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* In chest rig
† Use Lethality rating if firing bursts

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL UNGER, Terry		2. PROFESSION (RANK IF APPLICABLE) Soldier		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Wheatley, AR		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 26 (MAY 13)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES	PSYCHOLOGICAL DATA	11. BONDS	SCORE
	Strength (STR)	14	70	Sturdy		10	
	Constitution (CON)	10	50			10	
	Dexterity (DEX)	17	85	Quick		10	
	Intelligence (INT)	8	40	Shallow		10	
	Power (POW)	13	65	Calm			
	Charisma (CHA)	10	50				
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT		12. MOTIVATIONS AND MENTAL DISORDERS	
	Hit Points (HP)		12				
	Willpower Points (WP)		13				
Sanity Points (SAN)		65					
Breaking Point (BP)		52					
10. PHYSICAL DESCRIPTION				13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE			
				Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted			

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	40	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	50	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	50	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	30
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	30
	<input type="checkbox"/> Athletics (30%)	70	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	50	<input type="checkbox"/> Melee Weapons (30%)	50	<input type="checkbox"/> Unarmed Combat (40%)	50
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%) Land	40	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	40	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	40
	<input type="checkbox"/> Demolitions (0%)	40	<input type="checkbox"/> Persuade (20%)	50	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	30	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):	20	<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	40			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	40	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=1

Check a box when you attempt to use a skill and fail. After the session, add 1 to each checked skill and erase all checks.

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Tactical body armor - Armour Rating 5				GPS			
	Kevlar helmet - Armour Rating +1							
	Dog tags							
	Night vision goggles							
	* Spare ammunition							
	Tactical light							
	Night vision goggles							
	Military-band radio with earpiece and throat microphone							
	Multitool							
Compass								
Field dressing								
Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.								
16.	WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a)	Unarmed	50%		1D4				
(b)	Heavy Rifle	40%	150m	1D12+2 †	5	10%		20
(c)	Combat Knife	50%		1D6+1	3			
(d)	Hand Grenade	70%	20m			15%	10m	2
(e)								
(f)								
(g)								

REMARKS	17. PERSONAL DETAILS AND NOTES		18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY		
			19. SPECIAL TRAINING	SKILL OR STAT USED	
Please indicate why this agent was recruited and why the agent agreed to be recruited.					

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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* In chest rig
† Use Lethality rating if firing bursts

THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL LONGORIA, Kathy		2. PROFESSION (RANK IF APPLICABLE) Soldier		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Rock Island, WA		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 42 (JAN 15)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	10	50	
	Constitution (CON)	12	60	
	Dexterity (DEX)	14	70	Slick
	Intelligence (INT)	15	75	Sharp
	Power (POW)	11	55	
	Charisma (CHA)	10	50	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		11	
	Willpower Points (WP)		11	
Sanity Points (SAN)		55		
Breaking Point (BP)		44		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		10
		10
		10
		10
	12. MOTIVATIONS AND MENTAL DISORDERS	
	13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE	
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	30	<input type="checkbox"/> First Aid (10%)	40	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	50	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	50	<input type="checkbox"/> Search (20%)	60
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	40
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	20
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	30
	<input type="checkbox"/> Athletics (30%)	70	<input type="checkbox"/> Medicine (0%)	20	<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	30	<input type="checkbox"/> Melee Weapons (30%)	50	<input type="checkbox"/> Unarmed Combat (40%)	50
	<input type="checkbox"/> Computer Science (0%)	20	<input type="checkbox"/> Military Science (0%) Land	40	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	40	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	30	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	30	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	40			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	40	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=0

Check a box when you attempt to use a skill and fail. After the session, add 1 to each checked skill and erase all checks.

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Tactical body armor - Armour Rating 5				GPS			
	Kevlar helmet - Armour Rating +1							
	Dog tags							
	Night vision goggles							
	* Spare ammunition							
	Tactical light							
	Night vision goggles							
	Military-band radio with earpiece and throat microphone							
	Multitool							
Compass								
Field dressing								
Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.								
16.	WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a)	Unarmed	50%		1D4-1				
(b)	Heavy Rifle	40%	150m	1D12+2 †	5	10%		20
(c)	Combat Knife	50%		1D6	3			
(d)	Hand Grenade	70%	20m			15%	10m	2
(e)								
(f)								
(g)								

REMARKS	17. PERSONAL DETAILS AND NOTES		18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY	
			19. SPECIAL TRAINING	SKILL OR STAT USED
	Please indicate why this agent was recruited and why the agent agreed to be recruited.			

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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* In chest rig
† Use Lethality rating if firing bursts

THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL CHARLES, Terell		2. PROFESSION (RANK IF APPLICABLE) Soldier		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Norwell, MA		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 45 (FEB 23)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	12	60	
	Constitution (CON)	11	55	
	Dexterity (DEX)	15	75	Nimble
	Intelligence (INT)	10	50	
	Power (POW)	11	55	
	Charisma (CHA)	12	60	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		12	
	Willpower Points (WP)		11	
Sanity Points (SAN)		55		
Breaking Point (BP)		44		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		12
		12
		12
		12
	12. MOTIVATIONS AND MENTAL DISORDERS	
	13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE	
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	30	<input type="checkbox"/> First Aid (10%)	40	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	50	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	30	<input type="checkbox"/> Search (20%)	60
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)	20	<input type="checkbox"/> SIGINT (0%)	40
	<input type="checkbox"/> Art (0%):	20	<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	20
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	50	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	50	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	50
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%) Land	40	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	60	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)	40	<input type="checkbox"/> Persuade (20%)	30	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):	20	<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	40			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	40	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=0

Check a box when you attempt to use a skill and fail. After the session, add 1 to each checked skill and erase all checks.

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Tactical body armor - Armour Rating 5				GPS			
	Kevlar helmet - Armour Rating +1							
	Dog tags							
	Night vision goggles							
	* Spare ammunition							
	Tactical light							
	Night vision goggles							
	Military-band radio with earpiece and throat microphone							
	Multitool							
Compass								
Field dressing								
Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.								
16.	WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a)	Unarmed	50%		1D4-1				
(b)	Heavy Rifle	40%	150m	1D12+2 †	5	10%		20
(c)	Combat Knife	30%		1D6	3			
(d)	Hand Grenade	50%	20m			15%	10m	2
(e)								
(f)								
(g)								

REMARKS	17. PERSONAL DETAILS AND NOTES		18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY	
			19. SPECIAL TRAINING	SKILL OR STAT USED
	Please indicate why this agent was recruited and why the agent agreed to be recruited.			

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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* In chest rig
† Use Lethality rating if firing bursts

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DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL WHITTLE, Betsy		2. PROFESSION (RANK IF APPLICABLE) Soldier		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Vashon, WA		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 29 (JAN 26)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	13	65	Powerful
	Constitution (CON)	11	55	
	Dexterity (DEX)	11	55	
	Intelligence (INT)	12	60	
	Power (POW)	13	65	Stoic
	Charisma (CHA)	12	60	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		12	
	Willpower Points (WP)		13	
Sanity Points (SAN)		65		
Breaking Point (BP)		52		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		12
		12
		12
		12
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	40	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	50	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	40
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)	40	<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):	20	<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	30
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	50	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	60
	<input type="checkbox"/> Bureaucracy (10%)	50	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	70
	<input type="checkbox"/> Computer Science (0%)	20	<input type="checkbox"/> Military Science (0%) Land	40	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	40	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	30	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)	40	<input type="checkbox"/> Persuade (20%)	30	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	60			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	40	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=1

Check a box when you attempt to use a skill and fail. After the session, add 1 to each checked skill and erase all checks.

THIS IS A WORK OF FICTION

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Tactical body armor - Armour Rating 5				GPS			
	Kevlar helmet - Armour Rating +1							
	Dog tags							
	Night vision goggles							
	* Spare ammunition							
	Tactical light							
	Night vision goggles							
	Military-band radio with earpiece and throat microphone							
	Multitool							
Compass								
Field dressing								
Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.								
16.	WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a)	Unarmed	70%		1D4				
(b)	Medium Pistol	40%	15m	1D10				15
(c)	GP Machine Gun	40%	300m		3	15%	Per burst	100
(d)	Combat Knife	30%		1D6+1	3			
(e)	Hand Grenade	50%	20m			15%	10m	2
(f)								
(g)								

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY	
		19. SPECIAL TRAINING	SKILL OR STAT USED
	Please indicate why this agent was recruited and why the agent agreed to be recruited.		

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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* In chest rig

THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL BOLDS, Ari		2. PROFESSION (RANK IF APPLICABLE) Soldier		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Gilbert, AZ		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 49 (NOV 16)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	17	85	Musclebound
	Constitution (CON)	11	55	
	Dexterity (DEX)	12	60	
	Intelligence (INT)	10	50	
	Power (POW)	16	80	Stoic
	Charisma (CHA)	12	60	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		14	
	Willpower Points (WP)		16	
Sanity Points (SAN)		80		
Breaking Point (BP)		64		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		12
		12
		12
		12
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <i>adapted</i> Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <i>adapted</i>		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	40	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	50	<input type="checkbox"/> Forensics (0%)	20	<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	40
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	20
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	70	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	80
	<input type="checkbox"/> Bureaucracy (10%)	30	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	50
	<input type="checkbox"/> Computer Science (0%)	20	<input type="checkbox"/> Military Science (0%) Land	40	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	40	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	40
	<input type="checkbox"/> Demolitions (0%)	60	<input type="checkbox"/> Persuade (20%)	30	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	60			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	40	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=2

Check a box when you attempt to use a skill and fail. After the session, add 1 to each checked skill and erase all checks.

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INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Tactical body armor - Armour Rating 5				GPS			
	Kevlar helmet - Armour Rating +1							
	Dog tags							
	Night vision goggles							
	* Spare ammunition							
	Tactical light							
	Night vision goggles							
	Military-band radio with earpiece and throat microphone							
	Multitool							
Compass								
Field dressing								
Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.								
16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO	
(a) Unarmed	50%		1D4+1					
(b) Medium Pistol	40%	15m	1D10				15	
(c) Grenade...	0%	150m			15%	10m	1	
(d) Combat Knife	30%		1D6+2	3				
(e) Hand Grenade	70%	20m			15%	10m	2	
(f)								
(g)								

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY	
		19. SPECIAL TRAINING	SKILL OR STAT USED
	Please indicate why this agent was recruited and why the agent agreed to be recruited.		

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL HYDEN, Candy		2. PROFESSION (RANK IF APPLICABLE) Soldier		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Maple, WI		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 38 (MAR 10)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	10	50	
	Constitution (CON)	14	70	Perfect health
	Dexterity (DEX)	17	85	Acrobatic
	Intelligence (INT)	13	65	Astute
	Power (POW)	8	40	Pessimistic
	Charisma (CHA)	10	50	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		12	
	Willpower Points (WP)		8	
Sanity Points (SAN)		40		
Breaking Point (BP)		32		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		10
		10
		10
		10
	12. MOTIVATIONS AND MENTAL DISORDERS	
	13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE	
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	30	<input type="checkbox"/> First Aid (10%)	60	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	50	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	60
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)	40	<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	30
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	50	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	60
	<input type="checkbox"/> Bureaucracy (10%)	30	<input type="checkbox"/> Melee Weapons (30%)	50	<input type="checkbox"/> Unarmed Combat (40%)	70
	<input type="checkbox"/> Computer Science (0%)	20	<input type="checkbox"/> Military Science (0%) Land	40	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	40	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)	20	<input type="checkbox"/> Persuade (20%)	30	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):	20	<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	40			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	40	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=0

Check a box when you attempt to use a skill and fail. After the session, add 1 to each checked skill and erase all checks.

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Tactical body armor - Armour Rating 5				GPS			
	Kevlar helmet - Armour Rating +1							
	Dog tags							
	Night vision goggles							
	* Spare ammunition							
	Tactical light							
	Night vision goggles							
	Military-band radio with earpiece and throat microphone							
	Multitool							
Compass								
Field dressing								
Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.								
16.	WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a)	Unarmed	70%		1D4-1				
(b)	Heavy Rifle	40%	150m	1D12+2 †	5	10%		20
(c)	Combat Knife	50%		1D6	3			
(d)	Hand Grenade	50%	20m			15%	10m	2
(e)								
(f)								
(g)								

REMARKS	17. PERSONAL DETAILS AND NOTES		18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY	
			19. SPECIAL TRAINING	SKILL OR STAT USED
	Please indicate why this agent was recruited and why the agent agreed to be recruited.			

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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* In chest rig
† Use Lethality rating if firing bursts

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DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL GROGG, Roderick		2. PROFESSION (RANK IF APPLICABLE) Soldier		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Armstrong Creek, WI		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 40 (SEP 6)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	10	50	
	Constitution (CON)	12	60	
	Dexterity (DEX)	14	70	Quick footed
	Intelligence (INT)	11	55	
	Power (POW)	15	75	Forbearing
	Charisma (CHA)	10	50	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		11	
	Willpower Points (WP)		15	
Sanity Points (SAN)		75		
Breaking Point (BP)		60		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		10
		10
		10
		10
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	30	<input type="checkbox"/> First Aid (10%)	40	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	50	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	60
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)	20	<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	30	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	30
	<input type="checkbox"/> Athletics (30%)	70	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	60
	<input type="checkbox"/> Bureaucracy (10%)	30	<input type="checkbox"/> Melee Weapons (30%)	50	<input type="checkbox"/> Unarmed Combat (40%)	50
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%) Land	40	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	40	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)	40	<input type="checkbox"/> Persuade (20%)	30	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	50	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	60			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	40	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=0

Check a box when you attempt to use a skill and fail. After the session, add 1 to each checked skill and erase all checks.

THIS IS A WORK OF FICTION

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Tactical body armor - Armour Rating 5				GPS			
	Kevlar helmet - Armour Rating +1							
	Dog tags							
	Night vision goggles							
	* Spare ammunition							
	Tactical light							
	Night vision goggles							
	Military-band radio with earpiece and throat microphone							
	Multitool							
Compass								
Field dressing								
Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.								
16.	WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a)	Unarmed	50%		1D4-1				
(b)	Medium Pistol	40%	15m	1D10				15
(c)	Grenade...	20%	150m			15%	10m	1
(d)	Combat Knife	50%		1D6	3			
(e)	Hand Grenade	70%	20m			15%	10m	2
(f)								
(g)								

REMARKS	17. PERSONAL DETAILS AND NOTES		18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY		
			19. SPECIAL TRAINING	SKILL OR STAT USED	
Please indicate why this agent was recruited and why the agent agreed to be recruited.					

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL BICKHAM, Caitlyn		2. PROFESSION (RANK IF APPLICABLE) Soldier		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Petersham, MA		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 29 (DEC 16)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	13	65	Sturdy
	Constitution (CON)	10	50	
	Dexterity (DEX)	8	40	Clumsy
	Intelligence (INT)	10	50	
	Power (POW)	17	85	Imperturbable
	Charisma (CHA)	14	70	Prepossessing
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		12	
	Willpower Points (WP)		17	
Sanity Points (SAN)		85		
Breaking Point (BP)		68		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		14
		14
		14
		14
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <i>adapted</i> Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <i>adapted</i>		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	30	<input type="checkbox"/> First Aid (10%)	40	<input type="checkbox"/> Ride (10%)	30
	<input type="checkbox"/> Alertness (20%)	50	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)	20	<input type="checkbox"/> Heavy Machinery (10%)	50	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	30
	<input type="checkbox"/> Athletics (30%)	50	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	80
	<input type="checkbox"/> Bureaucracy (10%)	30	<input type="checkbox"/> Melee Weapons (30%)	50	<input type="checkbox"/> Unarmed Combat (40%)	50
	<input type="checkbox"/> Computer Science (0%)	40	<input type="checkbox"/> Military Science (0%) Land	40	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	40	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	30	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):	20	<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	40			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	40	<input type="checkbox"/> Psychotherapy (10%)	30	<input type="checkbox"/>	

DB=1

Check a box when you attempt to use a skill and fail. After the session, add 1 to each checked skill and erase all checks.

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Tactical body armor - Armour Rating 5				GPS			
	Kevlar helmet - Armour Rating +1							
	Dog tags							
	Night vision goggles							
	* Spare ammunition							
	Tactical light							
	Night vision goggles							
	Military-band radio with earpiece and throat microphone							
	Multitool							
Compass								
Field dressing								
Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.								
16.	WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a)	Unarmed	50%		1D4				
(b)	Heavy Rifle	40%	150m	1D12+2 †	5	10%		20
(c)	Combat Knife	50%		1D6+1	3			
(d)	Hand Grenade	50%	20m			15%	10m	2
(e)								
(f)								
(g)								

REMARKS	17. PERSONAL DETAILS AND NOTES		18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY	
			19. SPECIAL TRAINING	SKILL OR STAT USED
	Please indicate why this agent was recruited and why the agent agreed to be recruited.			

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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* In chest rig
† Use Lethality rating if firing bursts

THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL DOTTS, Ulysses		2. PROFESSION (RANK IF APPLICABLE) Soldier		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Cortland, IN		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 51 (JAN 6)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	10	50	
	Constitution (CON)	14	70	Resilient
	Dexterity (DEX)	8	40	Ungainly
	Intelligence (INT)	17	85	Brilliant
	Power (POW)	10	50	
	Charisma (CHA)	13	65	Approachable
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		12	
	Willpower Points (WP)		10	
Sanity Points (SAN)		50		
Breaking Point (BP)		40		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		13
		13
		13
		13
	12. MOTIVATIONS AND MENTAL DISORDERS	
	13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE	
	Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted	

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	30	<input type="checkbox"/> First Aid (10%)	40	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	50	<input type="checkbox"/> Forensics (0%)	20	<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	60
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	20
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	20
	<input type="checkbox"/> Artillery (0%)	60	<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	50	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	30	<input type="checkbox"/> Melee Weapons (30%)	50	<input type="checkbox"/> Unarmed Combat (40%)	50
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%) Land	40	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):	20	<input type="checkbox"/> Navigate (10%)	40	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)	40	<input type="checkbox"/> Persuade (20%)	30	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	40			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	60	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=0

Check a box when you attempt to use a skill and fail. After the session, add 1 to each checked skill and erase all checks.

THIS IS A WORK OF FICTION

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Tactical body armor - Armour Rating 5				GPS			
	Kevlar helmet - Armour Rating +1							
	Dog tags							
	Night vision goggles							
	* Spare ammunition							
	Tactical light							
	Night vision goggles							
	Military-band radio with earpiece and throat microphone							
	Multitool							
Compass								
Field dressing								
Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.								
16.	WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a)	Unarmed	50%		1D4-1				
(b)	Heavy Rifle	60%	150m	1D12+2 †	5	10%		20
(c)	Combat Knife	50%		1D6	3			
(d)	Hand Grenade	50%	20m			15%	10m	2
(e)								
(f)								
(g)								

REMARKS	17. PERSONAL DETAILS AND NOTES		18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY	
			19. SPECIAL TRAINING	SKILL OR STAT USED
	Please indicate why this agent was recruited and why the agent agreed to be recruited.			

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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* In chest rig
† Use Lethality rating if firing bursts

THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL STAHL, Alina		2. PROFESSION (RANK IF APPLICABLE) Soldier		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Buffalo, NY		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 51 (AUG 6)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	12	60	
	Constitution (CON)	11	55	
	Dexterity (DEX)	10	50	
	Intelligence (INT)	10	50	
	Power (POW)	15	75	Brave
	Charisma (CHA)	14	70	Affable
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		12	
	Willpower Points (WP)		15	
Sanity Points (SAN)		75		
Breaking Point (BP)		60		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS		SCORE
			14
			14
			14
			14
	12. MOTIVATIONS AND MENTAL DISORDERS		
	13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted			

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	40	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	70	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	80
	<input type="checkbox"/> Archeology (0%)	20	<input type="checkbox"/> Heavy Weapons (0%)	60	<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):	20	<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)	40	<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	50	<input type="checkbox"/> Medicine (0%)	20	<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	30	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	50
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%) Land	40	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):	20	<input type="checkbox"/> Navigate (10%)	40	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	50	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	40			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	40	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=0

Check a box when you attempt to use a skill and fail. After the session, add 1 to each checked skill and erase all checks.

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Tactical body armor - Armour Rating 5				GPS			
	Kevlar helmet - Armour Rating +1							
	Dog tags							
	Night vision goggles							
	* Spare ammunition							
	Tactical light							
	Night vision goggles							
	Military-band radio with earpiece and throat microphone							
	Multitool							
Compass								
Field dressing								
Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.								
16.	WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a)	Unarmed	50%		1D4-1				
(b)	Submachine Gun	40%	50m	1D10 †	5	10%		20
(c)	Combat Knife	30%		1D6	3			
(d)	Hand Grenade	50%	20m			15%	10m	2
(e)								
(f)								
(g)								

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY	
		19. SPECIAL TRAINING	SKILL OR STAT USED
		Please indicate why this agent was recruited and why the agent agreed to be recruited.	

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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* In chest rig
† Use Lethality rating if firing bursts

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL HOEHN, Dakota		2. PROFESSION (RANK IF APPLICABLE) Soldier		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Baldwin, WI		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 50 (NOV 26)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	12	60	
	Constitution (CON)	12	60	
	Dexterity (DEX)	13	65	Nimble
	Intelligence (INT)	11	55	
	Power (POW)	13	65	Forbearing
	Charisma (CHA)	11	55	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		12	
	Willpower Points (WP)		13	
Sanity Points (SAN)		65		
Breaking Point (BP)		52		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		11
		11
		11
		11
	12. MOTIVATIONS AND MENTAL DISORDERS	
	13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE	
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	60	<input type="checkbox"/> Ride (10%)	30
	<input type="checkbox"/> Alertness (20%)	50	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	20
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	30	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	20
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	30	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)	40	<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	70	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	60
	<input type="checkbox"/> Bureaucracy (10%)	30	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	50
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%) Land	40	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	40	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	40
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	30	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	50	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	40			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	40	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=0

Check a box when you attempt to use a skill and fail. After the session, add 1 to each checked skill and erase all checks.

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Tactical body armor - Armour Rating 5				GPS			
	Kevlar helmet - Armour Rating +1							
	Dog tags							
	Night vision goggles							
	* Spare ammunition							
	Tactical light							
	Night vision goggles							
	Military-band radio with earpiece and throat microphone							
	Multitool							
Compass								
Field dressing								
Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.								
16.	WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a)	Unarmed	50%		1D4-1				
(b)	Submachine Gun	40%	50m	1D10 †	5	10%		20
(c)	Combat Knife	30%		1D6	3			
(d)	Hand Grenade	70%	20m			15%	10m	2
(e)								
(f)								
(g)								

REMARKS	17. PERSONAL DETAILS AND NOTES		18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY		
			19. SPECIAL TRAINING	SKILL OR STAT USED	
Please indicate why this agent was recruited and why the agent agreed to be recruited.					

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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* In chest rig
† Use Lethality rating if firing bursts

THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL BROUSSARD, Deidra		2. PROFESSION (RANK IF APPLICABLE) Soldier		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Waterloo, IL		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 38 (FEB 27)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	11	55	
	Constitution (CON)	13	65	Fit
	Dexterity (DEX)	11	55	
	Intelligence (INT)	12	60	
	Power (POW)	13	65	Strong-willed
	Charisma (CHA)	12	60	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		12	
	Willpower Points (WP)		13	
Sanity Points (SAN)		65		
Breaking Point (BP)		52		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS		SCORE
			12
			12
			12
			12
	12. MOTIVATIONS AND MENTAL DISORDERS		
	13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted			

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	60	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	50	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)	20	<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	60
	<input type="checkbox"/> Archeology (0%)	20	<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	30	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	20
	<input type="checkbox"/> Artillery (0%)	40	<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	50	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	50	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	50
	<input type="checkbox"/> Computer Science (0%)	40	<input type="checkbox"/> Military Science (0%) Land	40	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	40	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	30	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):	20	<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	40			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	40	<input type="checkbox"/> Psychotherapy (10%)	30	<input type="checkbox"/>	

DB=0

Check a box when you attempt to use a skill and fail. After the session, add 1 to each checked skill and erase all checks.

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Tactical body armor - Armour Rating 5				GPS			
	Kevlar helmet - Armour Rating +1							
	Dog tags							
	Night vision goggles							
	* Spare ammunition							
	Tactical light							
	Night vision goggles							
	Military-band radio with earpiece and throat microphone							
	Multitool							
Compass								
Field dressing								
Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.								
16.	WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a)	Unarmed	50%		1D4-1				
(b)	Heavy Rifle	40%	150m	1D12+2 †	5	10%		20
(c)	Combat Knife	30%		1D6	3			
(d)	Hand Grenade	50%	20m			15%	10m	2
(e)								
(f)								
(g)								

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY	
		19. SPECIAL TRAINING	SKILL OR STAT USED
	Please indicate why this agent was recruited and why the agent agreed to be recruited.		

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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* In chest rig
† Use Lethality rating if firing bursts

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL MIGLIORE, Scott		2. PROFESSION (RANK IF APPLICABLE) Soldier		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Tampa, FL		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 46 (DEC 8)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	x5	DISTINGUISHING FEATURES
	Strength (STR)	17	85	Huge
	Constitution (CON)	14	70	Perfect health
	Dexterity (DEX)	16	80	Agile
	Intelligence (INT)	10	50	
	Power (POW)	16	80	Calm
	Charisma (CHA)	10	50	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		16	
	Willpower Points (WP)		16	
Sanity Points (SAN)		80		
Breaking Point (BP)		64		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		10
		10
		10
		10
	12. MOTIVATIONS AND MENTAL DISORDERS	
	13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE	
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	30	<input type="checkbox"/> First Aid (10%)	40	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	50	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)	20	<input type="checkbox"/> Heavy Machinery (10%)	50	<input type="checkbox"/> Search (20%)	40
	<input type="checkbox"/> Archeology (0%)	20	<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	40
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	30	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	30
	<input type="checkbox"/> Athletics (30%)	50	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	30	<input type="checkbox"/> Melee Weapons (30%)	50	<input type="checkbox"/> Unarmed Combat (40%)	50
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%) Land	40	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	60	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	40
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	30	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	40			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	40	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=2

Check a box when you attempt to use a skill and fail. After the session, add 1 to each checked skill and erase all checks.

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Tactical body armor - Armour Rating 5				GPS			
	Kevlar helmet - Armour Rating +1							
	Dog tags							
	Night vision goggles							
	* Spare ammunition							
	Tactical light							
	Night vision goggles							
	Military-band radio with earpiece and throat microphone							
	Multitool							
Compass								
Field dressing								
Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.								
16.	WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a)	Unarmed	50%		1D4+1				
(b)	Heavy Rifle	40%	150m	1D12+2 †	5	10%		20
(c)	Combat Knife	50%		1D6+2	3			
(d)	Hand Grenade	50%	20m			15%	10m	2
(e)								
(f)								
(g)								

REMARKS	17. PERSONAL DETAILS AND NOTES		18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY	
			19. SPECIAL TRAINING	SKILL OR STAT USED
	Please indicate why this agent was recruited and why the agent agreed to be recruited.			

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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* In chest rig
† Use Lethality rating if firing bursts

THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL PRINGLE, Breann		2. PROFESSION (RANK IF APPLICABLE) Soldier		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Mahone, WV		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 44 (APR 24)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	13	65	Brawny
	Constitution (CON)	10	50	
	Dexterity (DEX)	10	50	
	Intelligence (INT)	8	40	Obtuse
	Power (POW)	14	70	Strong-willed
	Charisma (CHA)	17	85	Beguiling
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		12	
	Willpower Points (WP)		14	
Sanity Points (SAN)		70		
Breaking Point (BP)		56		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		17
		17
		17
		17
	12. MOTIVATIONS AND MENTAL DISORDERS	
	13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE	
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	40	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	50	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)	20	<input type="checkbox"/> Heavy Weapons (0%)	60	<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	30	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	20
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	50	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	60
	<input type="checkbox"/> Bureaucracy (10%)	30	<input type="checkbox"/> Melee Weapons (30%)	50	<input type="checkbox"/> Unarmed Combat (40%)	50
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%) Land	40	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	60	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	20
	<input type="checkbox"/> Demolitions (0%)	40	<input type="checkbox"/> Persuade (20%)	30	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	30	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	40			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	40	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=1

Check a box when you attempt to use a skill and fail. After the session, add 1 to each checked skill and erase all checks.

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Tactical body armor - Armour Rating 5				GPS			
	Kevlar helmet - Armour Rating +1							
	Dog tags							
	Night vision goggles							
	* Spare ammunition							
	Tactical light							
	Night vision goggles							
	Military-band radio with earpiece and throat microphone							
	Multitool							
Compass								
Field dressing								
Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.								
16.	WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a)	Unarmed	50%		1D4				
(b)	Submachine Gun	40%	50m	1D10 †	5	10%		20
(c)	Combat Knife	50%		1D6+1	3			
(d)	Hand Grenade	50%	20m			15%	10m	2
(e)								
(f)								
(g)								

REMARKS	17. PERSONAL DETAILS AND NOTES		18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY	
			19. SPECIAL TRAINING	SKILL OR STAT USED
	Please indicate why this agent was recruited and why the agent agreed to be recruited.			

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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* In chest rig
† Use Lethality rating if firing bursts

THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL GERHART, Benjamin		2. PROFESSION (RANK IF APPLICABLE) Soldier		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Kenansville, NC		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 39 (JAN 26)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES	PSYCHOLOGICAL DATA	11. BONDS	SCORE	
	Strength (STR)	11	55				13	
	Constitution (CON)	11	55				13	
	Dexterity (DEX)	12	60				13	
	Intelligence (INT)	12	60				13	
	Power (POW)	13	65	Unflinching				
	Charisma (CHA)	13	65	Likable				
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT		12. MOTIVATIONS AND MENTAL DISORDERS		
	Hit Points (HP)		11					
	Willpower Points (WP)		13					
Sanity Points (SAN)		65						
Breaking Point (BP)		52						
10. PHYSICAL DESCRIPTION					13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE			
					Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted			

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	40	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	50	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	20
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	40
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	20
	<input type="checkbox"/> Artillery (0%)	40	<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	50	<input type="checkbox"/> Medicine (0%)	20	<input type="checkbox"/> Swim (20%)	60
	<input type="checkbox"/> Bureaucracy (10%)	30	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	70
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%) Land	40	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):	20	<input type="checkbox"/> Navigate (10%)	40	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	30	<input type="checkbox"/>	40
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	30	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	30	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	40			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	40	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=0

Check a box when you attempt to use a skill and fail. After the session, add 1 to each checked skill and erase all checks.

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Tactical body armor - Armour Rating 5				GPS			
	Kevlar helmet - Armour Rating +1							
	Dog tags							
	Night vision goggles							
	* Spare ammunition							
	Tactical light							
	Night vision goggles							
	Military-band radio with earpiece and throat microphone							
	Multitool							
Compass								
Field dressing								
Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.								
16.	WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a)	Unarmed	70%		1D4-1				
(b)	Submachine Gun	40%	50m	1D10 †	5	10%		20
(c)	Combat Knife	30%		1D6	3			
(d)	Hand Grenade	50%	20m			15%	10m	2
(e)								
(f)								
(g)								

REMARKS	17. PERSONAL DETAILS AND NOTES				18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY			
					19. SPECIAL TRAINING		SKILL OR STAT USED	
	Please indicate why this agent was recruited and why the agent agreed to be recruited.							

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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* In chest rig

† Use Lethality rating if firing bursts

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL DOUGAN, Silvia		2. PROFESSION (RANK IF APPLICABLE) Soldier		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Orleans, NE		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 42 (APR 5)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	12	60	
	Constitution (CON)	15	75	Robust
	Dexterity (DEX)	10	50	
	Intelligence (INT)	14	70	Crafty
	Power (POW)	11	55	
	Charisma (CHA)	10	50	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		14	
	Willpower Points (WP)		11	
Sanity Points (SAN)		55		
Breaking Point (BP)		44		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		10
		10
		10
		10
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	40	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	50	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	60
	<input type="checkbox"/> Archeology (0%)	20	<input type="checkbox"/> Heavy Weapons (0%)	60	<input type="checkbox"/> SIGINT (0%)	40
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)	20	<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	50	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	30	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	50
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%) Land	40	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):	20	<input type="checkbox"/> Navigate (10%)	40	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	30	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	20
	<input type="checkbox"/> Demolitions (0%)	20	<input type="checkbox"/> Persuade (20%)	30	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	40			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	60	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=0

Check a box when you attempt to use a skill and fail. After the session, add 1 to each checked skill and erase all checks.

THIS IS A WORK OF FICTION

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Tactical body armor - Armour Rating 5				GPS			
	Kevlar helmet - Armour Rating +1							
	Dog tags							
	Night vision goggles							
	* Spare ammunition							
	Tactical light							
	Night vision goggles							
	Military-band radio with earpiece and throat microphone							
	Multitool							
Compass								
Field dressing								
Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.								
16.	WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a)	Unarmed	50%		1D4-1				
(b)	Submachine Gun	60%	50m	1D10 †	5	10%		20
(c)	Combat Knife	30%		1D6	3			
(d)	Hand Grenade	50%	20m			15%	10m	2
(e)								
(f)								
(g)								

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY	
		19. SPECIAL TRAINING	SKILL OR STAT USED
	Please indicate why this agent was recruited and why the agent agreed to be recruited.		

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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* In chest rig
† Use Lethality rating if firing bursts

THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL SHUFELT, Bart		2. PROFESSION (RANK IF APPLICABLE) Soldier		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Renner, SD		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 50 (SEP 14)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	14	70	Brawny
	Constitution (CON)	10	50	
	Dexterity (DEX)	8	40	Graceless
	Intelligence (INT)	10	50	
	Power (POW)	13	65	Unflinching
	Charisma (CHA)	17	85	Beguiling
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		12	
	Willpower Points (WP)		13	
Sanity Points (SAN)		65		
Breaking Point (BP)		52		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		17
		17
		17
		17
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	40	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	50	<input type="checkbox"/> Forensics (0%)	20	<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)	20	<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	40
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	50	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	60
	<input type="checkbox"/> Bureaucracy (10%)	30	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	50
	<input type="checkbox"/> Computer Science (0%)	20	<input type="checkbox"/> Military Science (0%) Land	40	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	40	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	40
	<input type="checkbox"/> Demolitions (0%)	40	<input type="checkbox"/> Persuade (20%)	50	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)	20	<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	50	<input type="checkbox"/> Pilot (0%):	20	<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	40			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	40	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=1

Check a box when you attempt to use a skill and fail. After the session, add 1 to each checked skill and erase all checks.

THIS IS A WORK OF FICTION

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Tactical body armor - Armour Rating 5				GPS			
	Kevlar helmet - Armour Rating +1							
	Dog tags							
	Night vision goggles							
	* Spare ammunition							
	Tactical light							
	Night vision goggles							
	Military-band radio with earpiece and throat microphone							
	Multitool							
Compass								
Field dressing								
Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.								
16. WEAPONS								
	WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	50%		1D4				
	(b) Heavy Rifle	40%	150m	1D12+2 †	5	10%		20
	(c) Combat Knife	30%		1D6+1	3			
	(d) Hand Grenade	50%	20m			15%	10m	2
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES		18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY	
			19. SPECIAL TRAINING	SKILL OR STAT USED
	Please indicate why this agent was recruited and why the agent agreed to be recruited.			

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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* In chest rig
† Use Lethality rating if firing bursts

THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL HIPPS, Alisa		2. PROFESSION (RANK IF APPLICABLE) Soldier		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Troy, MI		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 32 (FEB 27)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	13	65	Brawny
	Constitution (CON)	12	60	
	Dexterity (DEX)	11	55	
	Intelligence (INT)	11	55	
	Power (POW)	13	65	Forbearing
	Charisma (CHA)	12	60	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		12	
	Willpower Points (WP)		13	
Sanity Points (SAN)		65		
Breaking Point (BP)		52		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		12
		12
		12
		12
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <i>adapted</i> Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <i>adapted</i>		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	40	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	70	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	20
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)	20	<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	60
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	30
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	20
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)	20	<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	50	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	30	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	50
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%) Land	40	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	40	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	60
	<input type="checkbox"/> Demolitions (0%)	40	<input type="checkbox"/> Persuade (20%)	30	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	40			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	40	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=1

Check a box when you attempt to use a skill and fail. After the session, add 1 to each checked skill and erase all checks.

THIS IS A WORK OF FICTION

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Tactical body armor - Armour Rating 5				GPS			
	Kevlar helmet - Armour Rating +1							
	Dog tags							
	Night vision goggles							
	* Spare ammunition							
	Tactical light							
	Night vision goggles							
	Military-band radio with earpiece and throat microphone							
	Multitool							
Compass								
Field dressing								
Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.								
16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO	
(a) Unarmed	50%		1D4					
(b) Heavy Rifle	40%	150m	1D12+2 †	5	10%		20	
(c) Combat Knife	30%		1D6+1	3				
(d) Hand Grenade	50%	20m			15%	10m	2	
(e)								
(f)								
(g)								

REMARKS	17. PERSONAL DETAILS AND NOTES		18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY	
			19. SPECIAL TRAINING	SKILL OR STAT USED
	Please indicate why this agent was recruited and why the agent agreed to be recruited.			

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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* In chest rig
† Use Lethality rating if firing bursts

THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL COAXUM, Xavier		2. PROFESSION (RANK IF APPLICABLE) Soldier		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Elmwood, IL		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 37 (DEC 4)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	15	75	Sturdy
	Constitution (CON)	10	50	
	Dexterity (DEX)	11	55	
	Intelligence (INT)	12	60	
	Power (POW)	14	70	Unflinching
	Charisma (CHA)	10	50	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		12	
	Willpower Points (WP)		14	
Sanity Points (SAN)		70		
Breaking Point (BP)		56		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		10
		10
		10
		10
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	40	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	50	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)	20	<input type="checkbox"/> Heavy Machinery (10%)	50	<input type="checkbox"/> Search (20%)	40
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)	60	<input type="checkbox"/> SIGINT (0%)	20
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	30
	<input type="checkbox"/> Athletics (30%)	70	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	30	<input type="checkbox"/> Melee Weapons (30%)	50	<input type="checkbox"/> Unarmed Combat (40%)	50
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%) Land	60	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	40	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)	40	<input type="checkbox"/> Persuade (20%)	30	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	40			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	40	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=1

Check a box when you attempt to use a skill and fail. After the session, add 1 to each checked skill and erase all checks.

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Tactical body armor - Armour Rating 5				GPS			
	Kevlar helmet - Armour Rating +1							
	Dog tags							
	Night vision goggles							
	* Spare ammunition							
	Tactical light							
	Night vision goggles							
	Military-band radio with earpiece and throat microphone							
	Multitool							
Compass								
Field dressing								
Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.								
16.	WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a)	Unarmed	50%		1D4				
(b)	Medium Pistol	40%	15m	1D10				15
(c)	Flamethrower	60%	5m			10%	1m	20
(d)	Combat Knife	50%		1D6+1	3			
(e)	Hand Grenade	70%	20m			15%	10m	2
(f)								
(g)								

REMARKS	17. PERSONAL DETAILS AND NOTES		18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY	
			19. SPECIAL TRAINING	SKILL OR STAT USED
	Please indicate why this agent was recruited and why the agent agreed to be recruited.			

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL SUDA, Anita		2. PROFESSION (RANK IF APPLICABLE) Soldier		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Osawatomie, KS		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 48 (MAR 15)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	10	50	
	Constitution (CON)	10	50	
	Dexterity (DEX)	8	40	Ungainly
	Intelligence (INT)	13	65	Quick witted
	Power (POW)	14	70	Strong-willed
	Charisma (CHA)	17	85	Hypnotic
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		10	
	Willpower Points (WP)		14	
Sanity Points (SAN)		70		
Breaking Point (BP)		56		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		17
		17
		17
		17
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	40	<input type="checkbox"/> Ride (10%)	30
	<input type="checkbox"/> Alertness (20%)	50	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	40
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	30	<input type="checkbox"/> Surgery (0%)	20
	<input type="checkbox"/> Artillery (0%)	40	<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	50	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	30	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	50
	<input type="checkbox"/> Computer Science (0%)	20	<input type="checkbox"/> Military Science (0%) Land	40	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):	20	<input type="checkbox"/> Navigate (10%)	40	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	30	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)	40	<input type="checkbox"/> Persuade (20%)	30	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	50	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	60			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	40	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=0

Check a box when you attempt to use a skill and fail. After the session, add 1 to each checked skill and erase all checks.

THIS IS A WORK OF FICTION

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Tactical body armor - Armour Rating 5				GPS			
	Kevlar helmet - Armour Rating +1							
	Dog tags							
	Night vision goggles							
	* Spare ammunition							
	Tactical light							
	Night vision goggles							
	Military-band radio with earpiece and throat microphone							
	Multitool							
Compass								
Field dressing								
Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.								
16.	WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a)	Unarmed	50%		1D4-1				
(b)	Submachine Gun	40%	50m	1D10 †	5	10%		20
(c)	Combat Knife	30%		1D6	3			
(d)	Hand Grenade	50%	20m			15%	10m	2
(e)								
(f)								
(g)								

REMARKS	17. PERSONAL DETAILS AND NOTES		18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY		
			19. SPECIAL TRAINING	SKILL OR STAT USED	
Please indicate why this agent was recruited and why the agent agreed to be recruited.					

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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* In chest rig
† Use Lethality rating if firing bursts

THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL DEBOSE, Bryant		2. PROFESSION (RANK IF APPLICABLE) Soldier		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Summertown, TN		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 38 (FEB 23)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	12	60	
	Constitution (CON)	7	35	Delicate
	Dexterity (DEX)	13	65	Agile
	Intelligence (INT)	15	75	Cunning
	Power (POW)	14	70	Unflinching
	Charisma (CHA)	12	60	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		10	
	Willpower Points (WP)		14	
Sanity Points (SAN)		70		
Breaking Point (BP)		56		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		12
		12
		12
		12
	12. MOTIVATIONS AND MENTAL DISORDERS	
	13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE	
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <i>adapted</i> Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <i>adapted</i>		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	40	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	50	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	40
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	20
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)	20	<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	50	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	60
	<input type="checkbox"/> Bureaucracy (10%)	30	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	50
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%) Land	40	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	40	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	30	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)	60	<input type="checkbox"/> Persuade (20%)	50	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	30	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	50	<input type="checkbox"/> Pilot (0%):	20	<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	40			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	40	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=0

Check a box when you attempt to use a skill and fail. After the session, add 1 to each checked skill and erase all checks.

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Tactical body armor - Armour Rating 5				GPS			
	Kevlar helmet - Armour Rating +1							
	Dog tags							
	Night vision goggles							
	* Spare ammunition							
	Tactical light							
	Night vision goggles							
	Military-band radio with earpiece and throat microphone							
	Multitool							
Compass								
Field dressing								
Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.								
16.	WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a)	Unarmed	50%		1D4-1				
(b)	Heavy Rifle	40%	150m	1D12+2 †	5	10%		20
(c)	Combat Knife	30%		1D6	3			
(d)	Hand Grenade	50%	20m			15%	10m	2
(e)								
(f)								
(g)								

REMARKS	17. PERSONAL DETAILS AND NOTES		18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY	
			19. SPECIAL TRAINING	SKILL OR STAT USED
	Please indicate why this agent was recruited and why the agent agreed to be recruited.			

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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* In chest rig
† Use Lethality rating if firing bursts

THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL CAULKINS, Sonja		2. PROFESSION (RANK IF APPLICABLE) Soldier		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Floresville, TX		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 25 (OCT 13)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	12	60	
	Constitution (CON)	10	50	
	Dexterity (DEX)	10	50	
	Intelligence (INT)	14	70	Sharp
	Power (POW)	15	75	Stoic
	Charisma (CHA)	11	55	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		11	
	Willpower Points (WP)		15	
Sanity Points (SAN)		75		
Breaking Point (BP)		60		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		11
		11
		11
		11
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <i>adapted</i> Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <i>adapted</i>		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	40	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	50	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)	20	<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	60
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)	40	<input type="checkbox"/> SIGINT (0%)	40
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)	20	<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	50	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	30	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	70
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%) Land	60	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):	20	<input type="checkbox"/> Navigate (10%)	40	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	30	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	30	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	50	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	40			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	60	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=0

Check a box when you attempt to use a skill and fail. After the session, add 1 to each checked skill and erase all checks.

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Tactical body armor - Armour Rating 5				GPS			
	Kevlar helmet - Armour Rating +1							
	Dog tags							
	Night vision goggles							
	* Spare ammunition							
	Tactical light							
	Night vision goggles							
	Military-band radio with earpiece and throat microphone							
	Multitool							
Compass								
Field dressing								
Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.								
16.	WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a)	Unarmed	70%		1D4-1				
(b)	Submachine Gun	60%	50m	1D10 †	5	10%		20
(c)	Combat Knife	30%		1D6	3			
(d)	Hand Grenade	50%	20m			15%	10m	2
(e)								
(f)								
(g)								

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY	
		19. SPECIAL TRAINING	SKILL OR STAT USED
	Please indicate why this agent was recruited and why the agent agreed to be recruited.		

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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* In chest rig
† Use Lethality rating if firing bursts

THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL BRODBECK, Amos		2. PROFESSION (RANK IF APPLICABLE) Soldier		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Saugatuck, MI		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 41 (APR 11)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	13	65	Brawny
	Constitution (CON)	14	70	Resilient
	Dexterity (DEX)	4	20	Barely mobile
	Intelligence (INT)	13	65	Canny
	Power (POW)	17	85	Imperturbable
	Charisma (CHA)	9	45	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		14	
	Willpower Points (WP)		17	
Sanity Points (SAN)		85		
Breaking Point (BP)		68		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		9
		9
		9
		9
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	40	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	50	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	50	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	40
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)	20	<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	30
	<input type="checkbox"/> Athletics (30%)	50	<input type="checkbox"/> Medicine (0%)	20	<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	30	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	50
	<input type="checkbox"/> Computer Science (0%)	60	<input type="checkbox"/> Military Science (0%) Land	60	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	60	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	30	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	30	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	50	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	40			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	40	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=1

Check a box when you attempt to use a skill and fail. After the session, add 1 to each checked skill and erase all checks.

THIS IS A WORK OF FICTION

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Tactical body armor - Armour Rating 5				GPS			
	Kevlar helmet - Armour Rating +1							
	Dog tags							
	Night vision goggles							
	* Spare ammunition							
	Tactical light							
	Night vision goggles							
	Military-band radio with earpiece and throat microphone							
	Multitool							
Compass								
Field dressing								
Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.								
16.	WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a)	Unarmed	50%		1D4				
(b)	Heavy Rifle	40%	150m	1D12+2 †	5	10%		20
(c)	Combat Knife	30%		1D6+1	3			
(d)	Hand Grenade	50%	20m			15%	10m	2
(e)								
(f)								
(g)								

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY	
		19. SPECIAL TRAINING	SKILL OR STAT USED
	Please indicate why this agent was recruited and why the agent agreed to be recruited.		

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL EGGLESTON, Trista		2. PROFESSION (RANK IF APPLICABLE) Soldier		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Cut Off, LA		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 55 (JUL 26)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	12	60	
	Constitution (CON)	15	75	Perfect health
	Dexterity (DEX)	10	50	
	Intelligence (INT)	14	70	Crafty
	Power (POW)	11	55	
	Charisma (CHA)	10	50	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		14	
	Willpower Points (WP)		11	
Sanity Points (SAN)		55		
Breaking Point (BP)		44		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		10
		10
		10
		10
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	30	<input type="checkbox"/> First Aid (10%)	40	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	50	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)	20	<input type="checkbox"/> Heavy Weapons (0%)	40	<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	30
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	30
	<input type="checkbox"/> Athletics (30%)	50	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	60
	<input type="checkbox"/> Bureaucracy (10%)	30	<input type="checkbox"/> Melee Weapons (30%)	50	<input type="checkbox"/> Unarmed Combat (40%)	50
	<input type="checkbox"/> Computer Science (0%)	40	<input type="checkbox"/> Military Science (0%) Land	40	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	40	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	20
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	50	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	30	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	40			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	40	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=0

Check a box when you attempt to use a skill and fail. After the session, add 1 to each checked skill and erase all checks.

THIS IS A WORK OF FICTION

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Tactical body armor - Armour Rating 5				GPS			
	Kevlar helmet - Armour Rating +1							
	Dog tags							
	Night vision goggles							
	* Spare ammunition							
	Tactical light							
	Night vision goggles							
	Military-band radio with earpiece and throat microphone							
	Multitool							
Compass								
Field dressing								
Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.								
16.	WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a)	Unarmed	50%		1D4-1				
(b)	Submachine Gun	40%	50m	1D10 †	5	10%		20
(c)	Combat Knife	50%		1D6	3			
(d)	Hand Grenade	50%	20m			15%	10m	2
(e)								
(f)								
(g)								

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY	
		19. SPECIAL TRAINING	SKILL OR STAT USED
	Please indicate why this agent was recruited and why the agent agreed to be recruited.		

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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* In chest rig
† Use Lethality rating if firing bursts

THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL MOTEN, Edward		2. PROFESSION (RANK IF APPLICABLE) Soldier		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Glasco, KS		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 34 (OCT 23)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	10	50	
	Constitution (CON)	15	75	Robust
	Dexterity (DEX)	10	50	
	Intelligence (INT)	14	70	Perceptive
	Power (POW)	12	60	
	Charisma (CHA)	11	55	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		12	
	Willpower Points (WP)		12	
Sanity Points (SAN)		60		
Breaking Point (BP)		48		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		11
		11
		11
		11
	12. MOTIVATIONS AND MENTAL DISORDERS	
	13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE	
	Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted	

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	60	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	70	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	20
	<input type="checkbox"/> Anthropology (0%)	20	<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	40
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)	40	<input type="checkbox"/> SIGINT (0%)	20
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)	40	<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	50	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	30	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	50
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%) Land	40	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	40	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	20
	<input type="checkbox"/> Demolitions (0%)	40	<input type="checkbox"/> Persuade (20%)	50	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	40			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	40	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=0

Check a box when you attempt to use a skill and fail. After the session, add 1 to each checked skill and erase all checks.

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Tactical body armor - Armour Rating 5				GPS			
	Kevlar helmet - Armour Rating +1							
	Dog tags							
	Night vision goggles							
	* Spare ammunition							
	Tactical light							
	Night vision goggles							
	Military-band radio with earpiece and throat microphone							
	Multitool							
Compass								
Field dressing								
Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.								
16.	WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a)	Unarmed	50%		1D4-1				
(b)	Heavy Rifle	40%	150m	1D12+2 †	5	10%		20
(c)	Combat Knife	30%		1D6	3			
(d)	Hand Grenade	50%	20m			15%	10m	2
(e)								
(f)								
(g)								

REMARKS	17. PERSONAL DETAILS AND NOTES		18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY	
			19. SPECIAL TRAINING	SKILL OR STAT USED
	Please indicate why this agent was recruited and why the agent agreed to be recruited.			

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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* In chest rig
† Use Lethality rating if firing bursts

THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL CADET, Katelyn		2. PROFESSION (RANK IF APPLICABLE) Soldier		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Manchester, NH		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 49 (AUG 12)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	x5	DISTINGUISHING FEATURES
	Strength (STR)	11	55	
	Constitution (CON)	12	60	
	Dexterity (DEX)	10	50	
	Intelligence (INT)	11	55	
	Power (POW)	14	70	Unflinching
	Charisma (CHA)	10	50	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		12	
	Willpower Points (WP)		14	
Sanity Points (SAN)		70		
Breaking Point (BP)		56		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS		SCORE
			10
			10
			10
			10
	12. MOTIVATIONS AND MENTAL DISORDERS		
	13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted			

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	40	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	50	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)	20	<input type="checkbox"/> Heavy Weapons (0%)	20	<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	30
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	30
	<input type="checkbox"/> Athletics (30%)	50	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	60
	<input type="checkbox"/> Bureaucracy (10%)	30	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	50
	<input type="checkbox"/> Computer Science (0%)	40	<input type="checkbox"/> Military Science (0%) Land	60	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	40	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	30	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)	60	<input type="checkbox"/> Persuade (20%)	30	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	30	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	40			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	40	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=0

Check a box when you attempt to use a skill and fail. After the session, add 1 to each checked skill and erase all checks.

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Tactical body armor - Armour Rating 5				GPS			
	Kevlar helmet - Armour Rating +1							
	Dog tags							
	Night vision goggles							
	* Spare ammunition							
	Tactical light							
	Night vision goggles							
	Military-band radio with earpiece and throat microphone							
	Multitool							
Compass								
Field dressing								
Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.								
16.	WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a)	Unarmed	50%		1D4-1				
(b)	Heavy Rifle	40%	150m	1D12+2 †	5	10%		20
(c)	Combat Knife	30%		1D6	3			
(d)	Hand Grenade	50%	20m			15%	10m	2
(e)								
(f)								
(g)								

REMARKS	17. PERSONAL DETAILS AND NOTES		18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY	
			19. SPECIAL TRAINING	SKILL OR STAT USED
	Please indicate why this agent was recruited and why the agent agreed to be recruited.			

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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* In chest rig
† Use Lethality rating if firing bursts

THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL THEISEN, Alexandro		2. PROFESSION (RANK IF APPLICABLE) Soldier		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Hazelhurst, WI		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 53 (OCT 5)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	8	40	Weak
	Constitution (CON)	10	50	
	Dexterity (DEX)	17	85	Razor sharp
	Intelligence (INT)	13	65	Cunning
	Power (POW)	14	70	Unflinching
	Charisma (CHA)	10	50	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		9	
	Willpower Points (WP)		14	
Sanity Points (SAN)		70		
Breaking Point (BP)		56		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		10
		10
		10
		10
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	40	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	50	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	20
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	40
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	30
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)	40	<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	30
	<input type="checkbox"/> Athletics (30%)	50	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	30	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	50
	<input type="checkbox"/> Computer Science (0%)	40	<input type="checkbox"/> Military Science (0%) Land	40	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	40	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	30	<input type="checkbox"/>	40
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	30	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	30	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	60			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	40	<input type="checkbox"/> Psychotherapy (10%)	30	<input type="checkbox"/>	

DB=-1

Check a box when you attempt to use a skill and fail. After the session, add 1 to each checked skill and erase all checks.

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INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Tactical body armor - Armour Rating 5				GPS			
	Kevlar helmet - Armour Rating +1							
	Dog tags							
	Night vision goggles							
	* Spare ammunition							
	Tactical light							
	Night vision goggles							
	Military-band radio with earpiece and throat microphone							
	Multitool							
Compass								
Field dressing								
Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.								
16.	WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a)	Unarmed	50%		1D4-2				
(b)	Heavy Rifle	40%	150m	1D12+2 †	5	10%		20
(c)	Combat Knife	30%		1D6-1	3			
(d)	Hand Grenade	50%	20m			15%	10m	2
(e)								
(f)								
(g)								

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY	
		Please indicate why this agent was recruited and why the agent agreed to be recruited.	

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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* In chest rig
 † Use Lethality rating if firing bursts

THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL MICHAELSON, Lia		2. PROFESSION (RANK IF APPLICABLE) Soldier		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) North Palm Beach, FL		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 26 (JUL 17)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	12	60	
	Constitution (CON)	11	55	
	Dexterity (DEX)	12	60	
	Intelligence (INT)	13	65	Crafty
	Power (POW)	11	55	
	Charisma (CHA)	13	65	Friendly
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		12	
	Willpower Points (WP)		11	
Sanity Points (SAN)		55		
Breaking Point (BP)		44		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		13
		13
		13
		13
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	40	<input type="checkbox"/> Ride (10%)	30
	<input type="checkbox"/> Alertness (20%)	50	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	60
	<input type="checkbox"/> Archeology (0%)	20	<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	30
			<input type="checkbox"/> HUMINT (10%)	30	<input type="checkbox"/> Surgery (0%)	20
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	50	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	30	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	50
	<input type="checkbox"/> Computer Science (0%)	40	<input type="checkbox"/> Military Science (0%) Land	60	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	40	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	30	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)	60	<input type="checkbox"/> Persuade (20%)	30	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	40			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	40	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=0

Check a box when you attempt to use a skill and fail. After the session, add 1 to each checked skill and erase all checks.

THIS IS A WORK OF FICTION

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Tactical body armor - Armour Rating 5				GPS			
	Kevlar helmet - Armour Rating +1							
	Dog tags							
	Night vision goggles							
	* Spare ammunition							
	Tactical light							
	Night vision goggles							
	Military-band radio with earpiece and throat microphone							
	Multitool							
Compass								
Field dressing								
Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.								
16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO	
(a) Unarmed	50%		1D4-1					
(b) Medium Pistol	40%	15m	1D10				15	
(c) Flamethrower	0%	5m			10%	1m	20	
(d) Combat Knife	30%		1D6	3				
(e) Hand Grenade	50%	20m			15%	10m	2	
(f)								
(g)								

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY	
		19. SPECIAL TRAINING	SKILL OR STAT USED
	Please indicate why this agent was recruited and why the agent agreed to be recruited.		

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL GOLLIDAY, Quentin		2. PROFESSION (RANK IF APPLICABLE) Soldier		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Richlandtown, PA		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 46 (OCT 24)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	10	50	
	Constitution (CON)	14	70	Perfect health
	Dexterity (DEX)	8	40	Clumsy
	Intelligence (INT)	10	50	
	Power (POW)	17	85	Indomitable
	Charisma (CHA)	13	65	Likable
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		12	
	Willpower Points (WP)		17	
Sanity Points (SAN)		85		
Breaking Point (BP)		68		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		13
		13
		13
		13
	12. MOTIVATIONS AND MENTAL DISORDERS	
	13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE	
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	30	<input type="checkbox"/> First Aid (10%)	60	<input type="checkbox"/> Ride (10%)	30
	<input type="checkbox"/> Alertness (20%)	50	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	20
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	30	<input type="checkbox"/> Search (20%)	60
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)	40	<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	30	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	50	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	30	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	50
	<input type="checkbox"/> Computer Science (0%)	20	<input type="checkbox"/> Military Science (0%) Land	40	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	40	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)	40	<input type="checkbox"/> Persuade (20%)	30	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	50	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	40			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	40	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=0

Check a box when you attempt to use a skill and fail. After the session, add 1 to each checked skill and erase all checks.

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Tactical body armor - Armour Rating 5				GPS			
	Kevlar helmet - Armour Rating +1							
	Dog tags							
	Night vision goggles							
	* Spare ammunition							
	Tactical light							
	Night vision goggles							
	Military-band radio with earpiece and throat microphone							
	Multitool							
Compass								
Field dressing								
Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.								
16.	WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a)	Unarmed	50%		1D4-1				
(b)	Submachine Gun	40%	50m	1D10 †	5	10%		20
(c)	Combat Knife	30%		1D6	3			
(d)	Hand Grenade	50%	20m			15%	10m	2
(e)								
(f)								
(g)								

REMARKS	17. PERSONAL DETAILS AND NOTES		18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY	
			19. SPECIAL TRAINING	SKILL OR STAT USED
	Please indicate why this agent was recruited and why the agent agreed to be recruited.			

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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* In chest rig
 † Use Lethality rating if firing bursts

THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL ZERBE, Shelby		2. PROFESSION (RANK IF APPLICABLE) Soldier		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Igo, CA		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 29 (AUG 10)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	10	50	
	Constitution (CON)	10	50	
	Dexterity (DEX)	15	75	Slick
	Intelligence (INT)	12	60	
	Power (POW)	11	55	
	Charisma (CHA)	14	70	Affable
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		10	
	Willpower Points (WP)		11	
Sanity Points (SAN)		55		
Breaking Point (BP)		44		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS		SCORE
			14
			14
			14
			14
	12. MOTIVATIONS AND MENTAL DISORDERS		
	13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted			

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	40	<input type="checkbox"/> Ride (10%)	30
	<input type="checkbox"/> Alertness (20%)	50	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	50	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	60
	<input type="checkbox"/> Bureaucracy (10%)	30	<input type="checkbox"/> Melee Weapons (30%)	50	<input type="checkbox"/> Unarmed Combat (40%)	50
	<input type="checkbox"/> Computer Science (0%)	60	<input type="checkbox"/> Military Science (0%) Land	60	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):	20	<input type="checkbox"/> Navigate (10%)	60	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)	40	<input type="checkbox"/> Persuade (20%)	30	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	50	<input type="checkbox"/> Pilot (0%):	20	<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	40			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	40	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=0

Check a box when you attempt to use a skill and fail. After the session, add 1 to each checked skill and erase all checks.

THIS IS A WORK OF FICTION

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Tactical body armor - Armour Rating 5				GPS			
	Kevlar helmet - Armour Rating +1							
	Dog tags							
	Night vision goggles							
	* Spare ammunition							
	Tactical light							
	Night vision goggles							
	Military-band radio with earpiece and throat microphone							
	Multitool							
Compass								
Field dressing								
Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.								
16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO	
(a) Unarmed	50%		1D4-1					
(b) Heavy Rifle	40%	150m	1D12+2 †	5	10%		20	
(c) Combat Knife	50%		1D6	3				
(d) Hand Grenade	50%	20m			15%	10m	2	
(e)								
(f)								
(g)								

REMARKS	17. PERSONAL DETAILS AND NOTES		18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY	
			19. SPECIAL TRAINING	SKILL OR STAT USED

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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* In chest rig
 † Use Lethality rating if firing bursts

THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL PAPPALARDO, Kaleb		2. PROFESSION (RANK IF APPLICABLE) Soldier		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Dauphin, PA		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 27 (MAR 23)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES	PSYCHOLOGICAL DATA	11. BONDS	SCORE	
	Strength (STR)	11	55				10	
	Constitution (CON)	14	70	Resistant			10	
	Dexterity (DEX)	9	45				10	
	Intelligence (INT)	12	60				10	
	Power (POW)	15	75	Stoic				
	Charisma (CHA)	10	50					
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT		12. MOTIVATIONS AND MENTAL DISORDERS		
	Hit Points (HP)		12					
	Willpower Points (WP)		15					
Sanity Points (SAN)		75						
Breaking Point (BP)		60						
10. PHYSICAL DESCRIPTION				13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE				
				Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted				

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	40	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	50	<input type="checkbox"/> Forensics (0%)	20	<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	30	<input type="checkbox"/> Search (20%)	60
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	60
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	30	<input type="checkbox"/> Surgery (0%)	20
	<input type="checkbox"/> Artillery (0%)	40	<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	50	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	30	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	50
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%) Land	40	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	40	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	50	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	60			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	60	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=0

Check a box when you attempt to use a skill and fail. After the session, add 1 to each checked skill and erase all checks.

THIS IS A WORK OF FICTION

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Tactical body armor - Armour Rating 5				GPS			
	Kevlar helmet - Armour Rating +1							
	Dog tags							
	Night vision goggles							
	* Spare ammunition							
	Tactical light							
	Night vision goggles							
	Military-band radio with earpiece and throat microphone							
	Multitool							
Compass								
Field dressing								
Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.								
16.	WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a)	Unarmed	50%		1D4-1				
(b)	Medium Pistol	60%	15m	1D10				15
(c)	Flamethrower	0%	5m			10%	1m	20
(d)	Combat Knife	30%		1D6	3			
(e)	Hand Grenade	50%	20m			15%	10m	2
(f)								
(g)								

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY	
		19. SPECIAL TRAINING	SKILL OR STAT USED
	Please indicate why this agent was recruited and why the agent agreed to be recruited.		

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL HEADRICK, Krystal		2. PROFESSION (RANK IF APPLICABLE) Soldier		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Cleveland, MS		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 27 (JUN 17)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	16	80	Muscular
	Constitution (CON)	13	65	Resilient
	Dexterity (DEX)	15	75	Nimble
	Intelligence (INT)	15	75	Perceptive
	Power (POW)	9	45	
	Charisma (CHA)	12	60	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		14	
	Willpower Points (WP)		9	
Sanity Points (SAN)		45		
Breaking Point (BP)		36		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		12
		12
		12
		12
	12. MOTIVATIONS AND MENTAL DISORDERS	
	13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE	
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	40	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	50	<input type="checkbox"/> Forensics (0%)	20	<input type="checkbox"/> Science (0%):	20
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	80
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)	60	<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	50	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	30	<input type="checkbox"/> Melee Weapons (30%)	50	<input type="checkbox"/> Unarmed Combat (40%)	50
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%) Land	60	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	40	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	20
	<input type="checkbox"/> Demolitions (0%)	40	<input type="checkbox"/> Persuade (20%)	30	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	60			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	40	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=1

Check a box when you attempt to use a skill and fail. After the session, add 1 to each checked skill and erase all checks.

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Tactical body armor - Armour Rating 5				GPS			
	Kevlar helmet - Armour Rating +1							
	Dog tags							
	Night vision goggles							
	* Spare ammunition							
	Tactical light							
	Night vision goggles							
	Military-band radio with earpiece and throat microphone							
	Multitool							
Compass								
Field dressing								
Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.								
16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO	
(a) Unarmed	50%		1D4					
(b) Submachine Gun	40%	50m	1D10 †	5	10%		20	
(c) Combat Knife	50%		1D6+1	3				
(d) Hand Grenade	50%	20m			15%	10m	2	
(e)								
(f)								
(g)								

REMARKS	17. PERSONAL DETAILS AND NOTES		18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY	
			19. SPECIAL TRAINING	SKILL OR STAT USED
	Please indicate why this agent was recruited and why the agent agreed to be recruited.			

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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* In chest rig
† Use Lethality rating if firing bursts

THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL HAAG, Nicholaus		2. PROFESSION (RANK IF APPLICABLE) Soldier		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Willow Spring, NC		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 49 (SEP 25)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	x5	DISTINGUISHING FEATURES
	Strength (STR)	10	50	
	Constitution (CON)	14	70	Robust
	Dexterity (DEX)	10	50	
	Intelligence (INT)	17	85	Brilliant
	Power (POW)	13	65	Strong-willed
	Charisma (CHA)	8	40	Standoffish
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		12	
	Willpower Points (WP)		13	
Sanity Points (SAN)		65		
Breaking Point (BP)		52		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		8
		8
		8
		8
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	40	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	70	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)	20	<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	40
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	30	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)	40	<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	50	<input type="checkbox"/> Medicine (0%)	20	<input type="checkbox"/> Swim (20%)	40
	<input type="checkbox"/> Bureaucracy (10%)	50	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	50
	<input type="checkbox"/> Computer Science (0%)	40	<input type="checkbox"/> Military Science (0%) Land	40	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	40	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	30	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)	20	<input type="checkbox"/> Persuade (20%)	30	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	40			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	40	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=0

Check a box when you attempt to use a skill and fail. After the session, add 1 to each checked skill and erase all checks.

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Tactical body armor - Armour Rating 5				GPS			
	Kevlar helmet - Armour Rating +1							
	Dog tags							
	Night vision goggles							
	* Spare ammunition							
	Tactical light							
	Night vision goggles							
	Military-band radio with earpiece and throat microphone							
	Multitool							
Compass								
Field dressing								
Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.								
16.	WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a)	Unarmed	50%		1D4-1				
(b)	Submachine Gun	40%	50m	1D10 †	5	10%		20
(c)	Combat Knife	30%		1D6	3			
(d)	Hand Grenade	50%	20m			15%	10m	2
(e)								
(f)								
(g)								

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY	
		19. SPECIAL TRAINING	SKILL OR STAT USED
	Please indicate why this agent was recruited and why the agent agreed to be recruited.		

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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* In chest rig
† Use Lethality rating if firing bursts

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL OLIVIERI, Aurora		2. PROFESSION (RANK IF APPLICABLE) Soldier		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Flintridge, CA		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 49 (MAR 12)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	13	65	Sturdy
	Constitution (CON)	9	45	
	Dexterity (DEX)	11	55	
	Intelligence (INT)	11	55	
	Power (POW)	11	55	
	Charisma (CHA)	17	85	Irresistible
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		11	
	Willpower Points (WP)		11	
Sanity Points (SAN)		55		
Breaking Point (BP)		44		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		17
		17
		17
		17
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	40	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	50	<input type="checkbox"/> Forensics (0%)	20	<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	60
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)	40	<input type="checkbox"/> SIGINT (0%)	40
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	30
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	20
	<input type="checkbox"/> Artillery (0%)	20	<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	50	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	30	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	70
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%) Land	40	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	40	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	30	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	30	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)	20	<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	60			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	40	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=1

Check a box when you attempt to use a skill and fail. After the session, add 1 to each checked skill and erase all checks.

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Tactical body armor - Armour Rating 5				GPS			
	Kevlar helmet - Armour Rating +1							
	Dog tags							
	Night vision goggles							
	* Spare ammunition							
	Tactical light							
	Night vision goggles							
	Military-band radio with earpiece and throat microphone							
	Multitool							
Compass								
Field dressing								
Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.								
16. WEAPONS								
	WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	70%		1D4				
	(b) Submachine Gun	40%	50m	1D10 †	5	10%		20
	(c) Combat Knife	30%		1D6+1	3			
	(d) Hand Grenade	50%	20m			15%	10m	2
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES				18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY			
					19. SPECIAL TRAINING		SKILL OR STAT USED	
Please indicate why this agent was recruited and why the agent agreed to be recruited.								

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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* In chest rig
† Use Lethality rating if firing bursts

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL HARBER, Donta		2. PROFESSION (RANK IF APPLICABLE) Soldier		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Woodbury, CT		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 54 (DEC 22)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	14	70	Powerful
	Constitution (CON)	13	65	Resistant
	Dexterity (DEX)	17	85	Razor sharp
	Intelligence (INT)	10	50	
	Power (POW)	8	40	Timid
	Charisma (CHA)	10	50	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		14	
	Willpower Points (WP)		8	
Sanity Points (SAN)		40		
Breaking Point (BP)		32		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		10
		10
		10
		10
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	40	<input type="checkbox"/> Ride (10%)	30
	<input type="checkbox"/> Alertness (20%)	50	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	30	<input type="checkbox"/> Search (20%)	60
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)	40	<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	30
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	30
	<input type="checkbox"/> Athletics (30%)	70	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	40
	<input type="checkbox"/> Bureaucracy (10%)	30	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	50
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%) Land	40	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	60	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	30	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	40
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	30	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	40			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	40	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=1

Check a box when you attempt to use a skill and fail. After the session, add 1 to each checked skill and erase all checks.

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Tactical body armor - Armour Rating 5				GPS			
	Kevlar helmet - Armour Rating +1							
	Dog tags							
	Night vision goggles							
	* Spare ammunition							
	Tactical light							
	Night vision goggles							
	Military-band radio with earpiece and throat microphone							
	Multitool							
Compass								
Field dressing								
Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.								
16.	WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a)	Unarmed	50%		1D4				
(b)	Heavy Rifle	40%	150m	1D12+2 †	5	10%		20
(c)	Combat Knife	30%		1D6+1	3			
(d)	Hand Grenade	70%	20m			15%	10m	2
(e)								
(f)								
(g)								

REMARKS	17. PERSONAL DETAILS AND NOTES		18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY	
			19. SPECIAL TRAINING	SKILL OR STAT USED
	Please indicate why this agent was recruited and why the agent agreed to be recruited.			

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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* In chest rig
† Use Lethality rating if firing bursts

THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL PADULA, Hilda		2. PROFESSION (RANK IF APPLICABLE) Soldier		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Merritt, MI		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 48 (JUL 13)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES	PSYCHOLOGICAL DATA	11. BONDS	SCORE	
	Strength (STR)	10	50				12	
	Constitution (CON)	11	55				12	
	Dexterity (DEX)	14	70	Quick footed			12	
	Intelligence (INT)	15	75	Cunning			12	
	Power (POW)	10	50					
	Charisma (CHA)	12	60					
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT		12. MOTIVATIONS AND MENTAL DISORDERS		
	Hit Points (HP)		10					
	Willpower Points (WP)		10					
Sanity Points (SAN)		50						
Breaking Point (BP)		40						
10. PHYSICAL DESCRIPTION				13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE				
				Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted				

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	40	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	50	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)	20	<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	40
	<input type="checkbox"/> Art (0%):	20	<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)	40	<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	30
	<input type="checkbox"/> Athletics (30%)	50	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	30	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	50
	<input type="checkbox"/> Computer Science (0%)	20	<input type="checkbox"/> Military Science (0%) Land	40	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):	20	<input type="checkbox"/> Navigate (10%)	40	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	30	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)	40	<input type="checkbox"/> Persuade (20%)	30	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):	20	<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	60			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	40	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

Check a box when you attempt to use a skill and fail. After the session, add 1 to each checked skill and erase all checks.

DB=0

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Tactical body armor - Armour Rating 5				GPS			
	Kevlar helmet - Armour Rating +1							
	Dog tags							
	Night vision goggles							
	* Spare ammunition							
	Tactical light							
	Night vision goggles							
	Military-band radio with earpiece and throat microphone							
	Multitool							
Compass								
Field dressing								
Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.								
16.	WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a)	Unarmed	50%		1D4-1				
(b)	Submachine Gun	40%	50m	1D10 †	5	10%		20
(c)	Combat Knife	30%		1D6	3			
(d)	Hand Grenade	50%	20m			15%	10m	2
(e)								
(f)								
(g)								

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY	
		19. SPECIAL TRAINING	SKILL OR STAT USED
	Please indicate why this agent was recruited and why the agent agreed to be recruited.		

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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* In chest rig
† Use Lethality rating if firing bursts

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL JORDON, Carl		2. PROFESSION (RANK IF APPLICABLE) Soldier		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Friendship, AR		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 52 (NOV 4)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	12	60	
	Constitution (CON)	10	50	
	Dexterity (DEX)	11	55	
	Intelligence (INT)	10	50	
	Power (POW)	14	70	Unflinching
	Charisma (CHA)	15	75	Prepossessing
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		11	
	Willpower Points (WP)		14	
Sanity Points (SAN)		70		
Breaking Point (BP)		56		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		15
		15
		15
		15
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	30	<input type="checkbox"/> First Aid (10%)	60	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	50	<input type="checkbox"/> Forensics (0%)	20	<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)	20	<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	60
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)	40	<input type="checkbox"/> SIGINT (0%)	40
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	30
	<input type="checkbox"/> Athletics (30%)	50	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	50	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	50
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%) Land	40	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	40	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	30	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	30	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	50	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	40			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	40	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=0

Check a box when you attempt to use a skill and fail. After the session, add 1 to each checked skill and erase all checks.

THIS IS A WORK OF FICTION

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Tactical body armor - Armour Rating 5				GPS			
	Kevlar helmet - Armour Rating +1							
	Dog tags							
	Night vision goggles							
	* Spare ammunition							
	Tactical light							
	Night vision goggles							
	Military-band radio with earpiece and throat microphone							
	Multitool							
Compass								
Field dressing								
Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.								
16.	WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a)	Unarmed	50%		1D4-1				
(b)	Heavy Rifle	40%	150m	1D12+2 †	5	10%		20
(c)	Combat Knife	30%		1D6	3			
(d)	Hand Grenade	50%	20m			15%	10m	2
(e)								
(f)								
(g)								

REMARKS	17. PERSONAL DETAILS AND NOTES		18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY	
			19. SPECIAL TRAINING	SKILL OR STAT USED
	Please indicate why this agent was recruited and why the agent agreed to be recruited.			

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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* In chest rig
† Use Lethality rating if firing bursts

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DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL VIDES, Kayla		2. PROFESSION (RANK IF APPLICABLE) Soldier		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Thompson, MI		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 34 (APR 4)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	10	50	
	Constitution (CON)	13	65	Fit
	Dexterity (DEX)	8	40	Clumsy
	Intelligence (INT)	14	70	Quick witted
	Power (POW)	17	85	Imperturbable
	Charisma (CHA)	10	50	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		12	
	Willpower Points (WP)		17	
Sanity Points (SAN)		85		
Breaking Point (BP)		68		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		10
		10
		10
		10
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	40	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	50	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	70	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)	60	<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):	20	<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	50	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	50	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	50
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%) Land	60	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	40	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)	40	<input type="checkbox"/> Persuade (20%)	30	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	30	<input type="checkbox"/> Pharmacy (0%)	20	<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	40			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	60	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=0

Check a box when you attempt to use a skill and fail. After the session, add 1 to each checked skill and erase all checks.

THIS IS A WORK OF FICTION

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Tactical body armor - Armour Rating 5				GPS			
	Kevlar helmet - Armour Rating +1							
	Dog tags							
	Night vision goggles							
	* Spare ammunition							
	Tactical light							
	Night vision goggles							
	Military-band radio with earpiece and throat microphone							
	Multitool							
Compass								
Field dressing								
Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.								
16.	WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a)	Unarmed	50%		1D4-1				
(b)	Submachine Gun	60%	50m	1D10 †	5	10%		20
(c)	Combat Knife	30%		1D6	3			
(d)	Hand Grenade	50%	20m			15%	10m	2
(e)								
(f)								
(g)								

REMARKS	17. PERSONAL DETAILS AND NOTES		18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY	
			19. SPECIAL TRAINING	SKILL OR STAT USED
	Please indicate why this agent was recruited and why the agent agreed to be recruited.			

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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* In chest rig
† Use Lethality rating if firing bursts

THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL NARCISSE, Ray		2. PROFESSION (RANK IF APPLICABLE) Soldier		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Drew, MS		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 53 (FEB 2)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	15	75	Powerful
	Constitution (CON)	10	50	
	Dexterity (DEX)	12	60	
	Intelligence (INT)	11	55	
	Power (POW)	10	50	
	Charisma (CHA)	14	70	Prepossessing
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		12	
	Willpower Points (WP)		10	
Sanity Points (SAN)		50		
Breaking Point (BP)		40		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS		SCORE	
			14	
			14	
			14	
			14	
	12. MOTIVATIONS AND MENTAL DISORDERS			
	13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE			
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted				

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	40	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	50	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)	20	<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	40
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)	20	<input type="checkbox"/> SIGINT (0%)	40
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)	40	<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	30
	<input type="checkbox"/> Athletics (30%)	70	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	30	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	50
	<input type="checkbox"/> Computer Science (0%)	20	<input type="checkbox"/> Military Science (0%) Land	40	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	40	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	60
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	30	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)	20	<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	40			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	40	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=1

Check a box when you attempt to use a skill and fail. After the session, add 1 to each checked skill and erase all checks.

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Tactical body armor - Armour Rating 5				GPS			
	Kevlar helmet - Armour Rating +1							
	Dog tags							
	Night vision goggles							
	* Spare ammunition							
	Tactical light							
	Night vision goggles							
	Military-band radio with earpiece and throat microphone							
	Multitool							
Compass								
Field dressing								
Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.								
16.	WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a)	Unarmed	50%		1D4				
(b)	Heavy Rifle	40%	150m	1D12+2 †	5	10%		20
(c)	Combat Knife	30%		1D6+1	3			
(d)	Hand Grenade	70%	20m			15%	10m	2
(e)								
(f)								
(g)								

REMARKS	17. PERSONAL DETAILS AND NOTES		18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY	
			19. SPECIAL TRAINING	SKILL OR STAT USED
	Please indicate why this agent was recruited and why the agent agreed to be recruited.			

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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* In chest rig
† Use Lethality rating if firing bursts

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DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL HOAR, Anastasia		2. PROFESSION (RANK IF APPLICABLE) Soldier		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Caseville, MI		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 38 (JUL 2)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	11	55	
	Constitution (CON)	11	55	
	Dexterity (DEX)	13	65	Agile
	Intelligence (INT)	13	65	Sharp
	Power (POW)	12	60	
	Charisma (CHA)	12	60	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		11	
	Willpower Points (WP)		12	
Sanity Points (SAN)		60		
Breaking Point (BP)		48		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		12
		12
		12
		12
	12. MOTIVATIONS AND MENTAL DISORDERS	
	13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE	
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	40	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	50	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)	20	<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	40
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)	40	<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	50	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	60
	<input type="checkbox"/> Bureaucracy (10%)	30	<input type="checkbox"/> Melee Weapons (30%)	50	<input type="checkbox"/> Unarmed Combat (40%)	50
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%) Land	40	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):	20	<input type="checkbox"/> Navigate (10%)	60	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	20
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	30	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	30	<input type="checkbox"/> Pharmacy (0%)	20	<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	50	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	40			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	40	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=0

Check a box when you attempt to use a skill and fail. After the session, add 1 to each checked skill and erase all checks.

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Tactical body armor - Armour Rating 5				GPS			
	Kevlar helmet - Armour Rating +1							
	Dog tags							
	Night vision goggles							
	* Spare ammunition							
	Tactical light							
	Night vision goggles							
	Military-band radio with earpiece and throat microphone							
	Multitool							
Compass								
Field dressing								
Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.								
16.	WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a)	Unarmed	50%		1D4-1				
(b)	Heavy Rifle	40%	150m	1D12+2 †	5	10%		20
(c)	Combat Knife	50%		1D6	3			
(d)	Hand Grenade	50%	20m			15%	10m	2
(e)								
(f)								
(g)								

REMARKS	17. PERSONAL DETAILS AND NOTES		18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY	
			19. SPECIAL TRAINING	SKILL OR STAT USED
	Please indicate why this agent was recruited and why the agent agreed to be recruited.			

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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* In chest rig
† Use Lethality rating if firing bursts

THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL PEDRO, Grady		2. PROFESSION (RANK IF APPLICABLE) Soldier		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Chicago, IL		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 54 (NOV 15)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	10	50	
	Constitution (CON)	17	85	Tough
	Dexterity (DEX)	14	70	Lithe
	Intelligence (INT)	10	50	
	Power (POW)	13	65	Stoic
	Charisma (CHA)	8	40	Inhibited
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		14	
	Willpower Points (WP)		13	
Sanity Points (SAN)		65		
Breaking Point (BP)		52		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS		SCORE
			8
			8
			8
			8
	12. MOTIVATIONS AND MENTAL DISORDERS		
	13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted			

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	40	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	50	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	20
	<input type="checkbox"/> Anthropology (0%)	20	<input type="checkbox"/> Heavy Machinery (10%)	30	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)	60	<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	20
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	30
	<input type="checkbox"/> Athletics (30%)	70	<input type="checkbox"/> Medicine (0%)	20	<input type="checkbox"/> Swim (20%)	60
	<input type="checkbox"/> Bureaucracy (10%)	30	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	50
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%) Land	40	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	40	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	40
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	30	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	40			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	40	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=0

Check a box when you attempt to use a skill and fail. After the session, add 1 to each checked skill and erase all checks.

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Tactical body armor - Armour Rating 5				GPS			
	Kevlar helmet - Armour Rating +1							
	Dog tags							
	Night vision goggles							
	* Spare ammunition							
	Tactical light							
	Night vision goggles							
	Military-band radio with earpiece and throat microphone							
	Multitool							
Compass								
Field dressing								
Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.								
16.	WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a)	Unarmed	50%		1D4-1				
(b)	Heavy Rifle	40%	150m	1D12+2 †	5	10%		20
(c)	Combat Knife	30%		1D6	3			
(d)	Hand Grenade	70%	20m			15%	10m	2
(e)								
(f)								
(g)								

REMARKS	17. PERSONAL DETAILS AND NOTES		18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY	
			19. SPECIAL TRAINING	SKILL OR STAT USED
	Please indicate why this agent was recruited and why the agent agreed to be recruited.			

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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* In chest rig
† Use Lethality rating if firing bursts

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DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL FIELDEN, Stacey		2. PROFESSION (RANK IF APPLICABLE) Soldier		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Pine Grove, LA		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 50 (JUN 28)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	12	60	
	Constitution (CON)	11	55	
	Dexterity (DEX)	13	65	Quick footed
	Intelligence (INT)	12	60	
	Power (POW)	11	55	
	Charisma (CHA)	13	65	Friendly
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		12	
	Willpower Points (WP)		11	
Sanity Points (SAN)		55		
Breaking Point (BP)		44		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		13
		13
		13
		13
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	40	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	50	<input type="checkbox"/> Forensics (0%)	20	<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)	20	<input type="checkbox"/> Heavy Machinery (10%)	30	<input type="checkbox"/> Search (20%)	60
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	30
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)	40	<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	50	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	30	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	50
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%) Land	40	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	40	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)	40	<input type="checkbox"/> Persuade (20%)	30	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	30	<input type="checkbox"/> Pharmacy (0%)	20	<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	50	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	40			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	60	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=0

Check a box when you attempt to use a skill and fail. After the session, add 1 to each checked skill and erase all checks.

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INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Tactical body armor - Armour Rating 5				GPS			
	Kevlar helmet - Armour Rating +1							
	Dog tags							
	Night vision goggles							
	* Spare ammunition							
	Tactical light							
	Night vision goggles							
	Military-band radio with earpiece and throat microphone							
	Multitool							
Compass								
Field dressing								
Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.								
16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO	
(a) Unarmed	50%		1D4-1					
(b) Medium Pistol	60%	15m	1D10				15	
(c) Flamethrower	0%	5m			10%	1m	20	
(d) Combat Knife	30%		1D6	3				
(e) Hand Grenade	50%	20m			15%	10m	2	
(f)								
(g)								

REMARKS	17. PERSONAL DETAILS AND NOTES		18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY	
			19. SPECIAL TRAINING	SKILL OR STAT USED
	Please indicate why this agent was recruited and why the agent agreed to be recruited.			

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL JAQUEZ, Jesus		2. PROFESSION (RANK IF APPLICABLE) Soldier		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Perrinton, MI		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 28 (FEB 24)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	15	75	Tough
	Constitution (CON)	11	55	
	Dexterity (DEX)	14	70	Slick
	Intelligence (INT)	12	60	
	Power (POW)	10	50	
	Charisma (CHA)	10	50	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		13	
	Willpower Points (WP)		10	
Sanity Points (SAN)		50		
Breaking Point (BP)		40		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		10
		10
		10
		10
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	40	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	50	<input type="checkbox"/> Forensics (0%)	20	<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	50	<input type="checkbox"/> Search (20%)	60
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	30
	<input type="checkbox"/> Athletics (30%)	50	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	80
	<input type="checkbox"/> Bureaucracy (10%)	30	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	70
	<input type="checkbox"/> Computer Science (0%)	20	<input type="checkbox"/> Military Science (0%) Land	40	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	40	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	30	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	20
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	30	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	40			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	60	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=1

Check a box when you attempt to use a skill and fail. After the session, add 1 to each checked skill and erase all checks.

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Tactical body armor - Armour Rating 5				GPS			
	Kevlar helmet - Armour Rating +1							
	Dog tags							
	Night vision goggles							
	* Spare ammunition							
	Tactical light							
	Night vision goggles							
	Military-band radio with earpiece and throat microphone							
	Multitool							
Compass								
Field dressing								
Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.								
16. WEAPONS								
	WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	70%		1D4				
	(b) Submachine Gun	60%	50m	1D10 †	5	10%		20
	(c) Combat Knife	30%		1D6+1	3			
	(d) Hand Grenade	50%	20m			15%	10m	2
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES		18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY	
			19. SPECIAL TRAINING	SKILL OR STAT USED
	Please indicate why this agent was recruited and why the agent agreed to be recruited.			

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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* In chest rig
 † Use Lethality rating if firing bursts

THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL LACEFIELD, Ariana		2. PROFESSION (RANK IF APPLICABLE) Soldier		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Buena Park, CA		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 53 (AUG 16)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	12	60	
	Constitution (CON)	11	55	
	Dexterity (DEX)	10	50	
	Intelligence (INT)	10	50	
	Power (POW)	14	70	Forbearing
	Charisma (CHA)	15	75	Charming
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		12	
	Willpower Points (WP)		14	
Sanity Points (SAN)		70		
Breaking Point (BP)		56		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		15
		15
		15
		15
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <i>adapted</i> Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <i>adapted</i>		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	40	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	50	<input type="checkbox"/> Forensics (0%)	20	<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	40
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)	40	<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	30	<input type="checkbox"/> Surgery (0%)	20
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	50	<input type="checkbox"/> Medicine (0%)	20	<input type="checkbox"/> Swim (20%)	60
	<input type="checkbox"/> Bureaucracy (10%)	30	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	50
	<input type="checkbox"/> Computer Science (0%)	40	<input type="checkbox"/> Military Science (0%) Land	60	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	40	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	50	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	30	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	40			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	40	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=0

Check a box when you attempt to use a skill and fail. After the session, add 1 to each checked skill and erase all checks.

THIS IS A WORK OF FICTION

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Tactical body armor - Armour Rating 5				GPS			
	Kevlar helmet - Armour Rating +1							
	Dog tags							
	Night vision goggles							
	* Spare ammunition							
	Tactical light							
	Night vision goggles							
	Military-band radio with earpiece and throat microphone							
	Multitool							
Compass								
Field dressing								
Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.								
16.	WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a)	Unarmed	50%		1D4-1				
(b)	Medium Pistol	40%	15m	1D10				15
(c)	Very Heavy...	40%	250m		5	20%		10
(d)	Combat Knife	30%		1D6	3			
(e)	Hand Grenade	50%	20m			15%	10m	2
(f)								
(g)								

REMARKS	17. PERSONAL DETAILS AND NOTES		18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY	
			19. SPECIAL TRAINING	SKILL OR STAT USED
	Please indicate why this agent was recruited and why the agent agreed to be recruited.			

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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* In chest rig

THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL EVELYN, Jory		2. PROFESSION (RANK IF APPLICABLE) Soldier		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Sunman, IN		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 39 (JUN 18)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	14	70	Sturdy
	Constitution (CON)	15	75	Perfect health
	Dexterity (DEX)	7	35	Ungainly
	Intelligence (INT)	13	65	Astute
	Power (POW)	12	60	
	Charisma (CHA)	9	45	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		14	
	Willpower Points (WP)		12	
Sanity Points (SAN)		60		
Breaking Point (BP)		48		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		9
		9
		9
		9
	12. MOTIVATIONS AND MENTAL DISORDERS	
	13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE	
	Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted	

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	60	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	50	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	50	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	60
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	30	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)	20	<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	30
	<input type="checkbox"/> Athletics (30%)	50	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	30	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	50
	<input type="checkbox"/> Computer Science (0%)	40	<input type="checkbox"/> Military Science (0%) Land	40	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	60	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	30	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	30	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	30	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	40			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	40	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=1

Check a box when you attempt to use a skill and fail. After the session, add 1 to each checked skill and erase all checks.

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Tactical body armor - Armour Rating 5				GPS			
	Kevlar helmet - Armour Rating +1							
	Dog tags							
	Night vision goggles							
	* Spare ammunition							
	Tactical light							
	Night vision goggles							
	Military-band radio with earpiece and throat microphone							
	Multitool							
Compass								
Field dressing								
Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.								
16. WEAPONS								
	WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	50%		1D4				
	(b) Heavy Rifle	40%	150m	1D12+2 †	5	10%		20
	(c) Combat Knife	30%		1D6+1	3			
	(d) Hand Grenade	50%	20m			15%	10m	2
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES				18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY			
					19. SPECIAL TRAINING		SKILL OR STAT USED	
Please indicate why this agent was recruited and why the agent agreed to be recruited.								

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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* In chest rig
† Use Lethality rating if firing bursts

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DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL BUSCH, Robin		2. PROFESSION (RANK IF APPLICABLE) Soldier		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Hortonville, WI		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 42 (SEP 7)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	x5	DISTINGUISHING FEATURES
	Strength (STR)	11	55	
	Constitution (CON)	12	60	
	Dexterity (DEX)	10	50	
	Intelligence (INT)	10	50	
	Power (POW)	14	70	Unflinching
	Charisma (CHA)	15	75	Approachable
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		12	
	Willpower Points (WP)		14	
Sanity Points (SAN)		70		
Breaking Point (BP)		56		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		15
		15
		15
		15
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	40	<input type="checkbox"/> Ride (10%)	30
	<input type="checkbox"/> Alertness (20%)	50	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	50	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)	40	<input type="checkbox"/> SIGINT (0%)	60
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	50	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	40
	<input type="checkbox"/> Bureaucracy (10%)	30	<input type="checkbox"/> Melee Weapons (30%)	50	<input type="checkbox"/> Unarmed Combat (40%)	50
	<input type="checkbox"/> Computer Science (0%)	20	<input type="checkbox"/> Military Science (0%) Land	40	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	40	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	20
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	30	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):	20	<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	40			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	40	<input type="checkbox"/> Psychotherapy (10%)	30	<input type="checkbox"/>	

DB=0

Check a box when you attempt to use a skill and fail. After the session, add 1 to each checked skill and erase all checks.

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Tactical body armor - Armour Rating 5				GPS			
	Kevlar helmet - Armour Rating +1							
	Dog tags							
	Night vision goggles							
	* Spare ammunition							
	Tactical light							
	Night vision goggles							
	Military-band radio with earpiece and throat microphone							
	Multitool							
Compass								
Field dressing								
Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.								
16.	WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a)	Unarmed	50%		1D4-1				
(b)	Medium Pistol	40%	15m	1D10				15
(c)	Very Heavy...	40%	250m		5	20%		10
(d)	Combat Knife	50%		1D6	3			
(e)	Hand Grenade	50%	20m			15%	10m	2
(f)								
(g)								

REMARKS	17. PERSONAL DETAILS AND NOTES		18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY		
			19. SPECIAL TRAINING	SKILL OR STAT USED	
Please indicate why this agent was recruited and why the agent agreed to be recruited.					

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL HARN, Hector		2. PROFESSION (RANK IF APPLICABLE) Soldier		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Los Altos, CA		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 25 (SEP 10)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	16	80	Powerful
	Constitution (CON)	14	70	Resilient
	Dexterity (DEX)	13	65	Deft
	Intelligence (INT)	12	60	
	Power (POW)	13	65	Strong-willed
	Charisma (CHA)	7	35	Inhibited
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		15	
	Willpower Points (WP)		13	
Sanity Points (SAN)		65		
Breaking Point (BP)		52		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		7
		7
		7
		7
	12. MOTIVATIONS AND MENTAL DISORDERS	
	13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE	
	Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted	

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	40	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	50	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)	20	<input type="checkbox"/> Heavy Machinery (10%)	50	<input type="checkbox"/> Search (20%)	40
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	40
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	30
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)	20	<input type="checkbox"/> Law (0%)	20	<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	50	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	60
	<input type="checkbox"/> Bureaucracy (10%)	30	<input type="checkbox"/> Melee Weapons (30%)	50	<input type="checkbox"/> Unarmed Combat (40%)	70
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%) Land	40	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	40	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	30	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)	20	<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	40			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	40	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=1

Check a box when you attempt to use a skill and fail. After the session, add 1 to each checked skill and erase all checks.

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Tactical body armor - Armour Rating 5				GPS			
	Kevlar helmet - Armour Rating +1							
	Dog tags							
	Night vision goggles							
	* Spare ammunition							
	Tactical light							
	Night vision goggles							
	Military-band radio with earpiece and throat microphone							
	Multitool							
Compass								
Field dressing								
Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.								
16. WEAPONS								
	WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	70%		1D4				
	(b) Heavy Rifle	40%	150m	1D12+2 †	5	10%		20
	(c) Combat Knife	50%		1D6+1	3			
	(d) Hand Grenade	50%	20m			15%	10m	2
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES				18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY			
					19. SPECIAL TRAINING		SKILL OR STAT USED	
Please indicate why this agent was recruited and why the agent agreed to be recruited.								

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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* In chest rig
† Use Lethality rating if firing bursts

THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL CLOER, Judith		2. PROFESSION (RANK IF APPLICABLE) Soldier		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Spokane, WA		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 28 (APR 12)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	11	55	
	Constitution (CON)	8	40	Unfit
	Dexterity (DEX)	15	75	Quick footed
	Intelligence (INT)	10	50	
	Power (POW)	11	55	
	Charisma (CHA)	11	55	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		10	
	Willpower Points (WP)		11	
Sanity Points (SAN)		55		
Breaking Point (BP)		44		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		11
		11
		11
		11
	12. MOTIVATIONS AND MENTAL DISORDERS	
	13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE	
	Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted	

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	40	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	50	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)	20	<input type="checkbox"/> Heavy Weapons (0%)	40	<input type="checkbox"/> SIGINT (0%)	20
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	20
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	50	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	60
	<input type="checkbox"/> Bureaucracy (10%)	50	<input type="checkbox"/> Melee Weapons (30%)	50	<input type="checkbox"/> Unarmed Combat (40%)	50
	<input type="checkbox"/> Computer Science (0%)	40	<input type="checkbox"/> Military Science (0%) Land	60	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	40	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	20
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	30	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	40			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	60	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=0

Check a box when you attempt to use a skill and fail. After the session, add 1 to each checked skill and erase all checks.

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Tactical body armor - Armour Rating 5				GPS			
	Kevlar helmet - Armour Rating +1							
	Dog tags							
	Night vision goggles							
	* Spare ammunition							
	Tactical light							
	Night vision goggles							
	Military-band radio with earpiece and throat microphone							
	Multitool							
Compass								
Field dressing								
Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.								
16.	WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a)	Unarmed	50%		1D4-1				
(b)	Medium Pistol	60%	15m	1D10				15
(c)	GP Machine Gun	40%	300m		3	15%	Per burst	100
(d)	Combat Knife	50%		1D6	3			
(e)	Hand Grenade	50%	20m			15%	10m	2
(f)								
(g)								

REMARKS	17. PERSONAL DETAILS AND NOTES		18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY	
			19. SPECIAL TRAINING	SKILL OR STAT USED
	Please indicate why this agent was recruited and why the agent agreed to be recruited.			

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL BEMBRY, Sean		2. PROFESSION (RANK IF APPLICABLE) Soldier		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Clearwater, NE		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 32 (FEB 20)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	10	50	
	Constitution (CON)	12	60	
	Dexterity (DEX)	14	70	Quick footed
	Intelligence (INT)	13	65	Cunning
	Power (POW)	11	55	
	Charisma (CHA)	14	70	Outgoing
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		11	
	Willpower Points (WP)		11	
Sanity Points (SAN)		55		
Breaking Point (BP)		44		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		14
		14
		14
		14
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	40	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	50	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)	20	<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)	20	<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)	40	<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	30
	<input type="checkbox"/> Athletics (30%)	50	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	60
	<input type="checkbox"/> Bureaucracy (10%)	30	<input type="checkbox"/> Melee Weapons (30%)	50	<input type="checkbox"/> Unarmed Combat (40%)	50
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%) Land	60	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	40	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	30	<input type="checkbox"/>	40
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	30	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	30	<input type="checkbox"/> Pharmacy (0%)	20	<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	40			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	40	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=0

Check a box when you attempt to use a skill and fail. After the session, add 1 to each checked skill and erase all checks.

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Tactical body armor - Armour Rating 5				GPS			
	Kevlar helmet - Armour Rating +1							
	Dog tags							
	Night vision goggles							
	* Spare ammunition							
	Tactical light							
	Night vision goggles							
	Military-band radio with earpiece and throat microphone							
	Multitool							
Compass								
Field dressing								
Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.								
16.	WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a)	Unarmed	50%		1D4-1				
(b)	Heavy Rifle	40%	150m	1D12+2 †	5	10%		20
(c)	Combat Knife	50%		1D6	3			
(d)	Hand Grenade	50%	20m			15%	10m	2
(e)								
(f)								
(g)								

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY	
		19. SPECIAL TRAINING	SKILL OR STAT USED
	Please indicate why this agent was recruited and why the agent agreed to be recruited.		

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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* In chest rig
† Use Lethality rating if firing bursts

THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL SIMCOX, Allyson		2. PROFESSION (RANK IF APPLICABLE) Soldier		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Palmer Lake, CO		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 36 (SEP 1)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	10	50	
	Constitution (CON)	14	70	Perfect health
	Dexterity (DEX)	12	60	
	Intelligence (INT)	15	75	Astute
	Power (POW)	11	55	
	Charisma (CHA)	10	50	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		12	
	Willpower Points (WP)		11	
Sanity Points (SAN)		55		
Breaking Point (BP)		44		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		10
		10
		10
		10
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	40	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	50	<input type="checkbox"/> Forensics (0%)	20	<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	60
	<input type="checkbox"/> Archeology (0%)	20	<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):	20	<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	20
	<input type="checkbox"/> Artillery (0%)	40	<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	30
	<input type="checkbox"/> Athletics (30%)	50	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	30	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	50
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%) Land	40	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	40	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	30	<input type="checkbox"/>	40
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	30	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	30	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	40			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	40	<input type="checkbox"/> Psychotherapy (10%)	30	<input type="checkbox"/>	

DB=0

Check a box when you attempt to use a skill and fail. After the session, add 1 to each checked skill and erase all checks.

THIS IS A WORK OF FICTION

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Tactical body armor - Armour Rating 5				GPS			
	Kevlar helmet - Armour Rating +1							
	Dog tags							
	Night vision goggles							
	* Spare ammunition							
	Tactical light							
	Night vision goggles							
	Military-band radio with earpiece and throat microphone							
	Multitool							
Compass								
Field dressing								
Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.								
16.	WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a)	Unarmed	50%		1D4-1				
(b)	Submachine Gun	40%	50m	1D10 †	5	10%		20
(c)	Combat Knife	30%		1D6	3			
(d)	Hand Grenade	50%	20m			15%	10m	2
(e)								
(f)								
(g)								

REMARKS	17. PERSONAL DETAILS AND NOTES		18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY	
			19. SPECIAL TRAINING	SKILL OR STAT USED
	Please indicate why this agent was recruited and why the agent agreed to be recruited.			

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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* In chest rig
† Use Lethality rating if firing bursts

THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL BEVAN, Ronald		2. PROFESSION (RANK IF APPLICABLE) Soldier		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Stidham, OK		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 49 (OCT 21)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	8	40	Weak
	Constitution (CON)	13	65	Fit
	Dexterity (DEX)	10	50	
	Intelligence (INT)	10	50	
	Power (POW)	14	70	Forbearing
	Charisma (CHA)	17	85	Hypnotic
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		10	
	Willpower Points (WP)		14	
Sanity Points (SAN)		70		
Breaking Point (BP)		56		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		17
		17
		17
		17
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	40	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	50	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	80
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	30	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)	60	<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	50	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	60
	<input type="checkbox"/> Bureaucracy (10%)	30	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	70
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%) Land	40	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	40	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	30	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	50	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	30	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	50	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	40			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	40	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=-1

Check a box when you attempt to use a skill and fail. After the session, add 1 to each checked skill and erase all checks.

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Tactical body armor - Armour Rating 5				GPS			
	Kevlar helmet - Armour Rating +1							
	Dog tags							
	Night vision goggles							
	* Spare ammunition							
	Tactical light							
	Night vision goggles							
	Military-band radio with earpiece and throat microphone							
	Multitool							
Compass								
Field dressing								
Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.								
16.	WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a)	Unarmed	70%		1D4-2				
(b)	Medium Pistol	40%	15m	1D10				15
(c)	RPG launcher	0%	200m		20	30%	10m	20
(d)	Combat Knife	30%		1D6-1	3			
(e)	Hand Grenade	50%	20m			15%	10m	2
(f)								
(g)								

REMARKS	17. PERSONAL DETAILS AND NOTES		18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY	
			19. SPECIAL TRAINING	SKILL OR STAT USED
	Please indicate why this agent was recruited and why the agent agreed to be recruited.			

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL MARCELLO, Jillian		2. PROFESSION (RANK IF APPLICABLE) Soldier		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Irving, TX		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 28 (APR 7)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	13	65	Powerful
	Constitution (CON)	10	50	
	Dexterity (DEX)	8	40	Clumsy
	Intelligence (INT)	10	50	
	Power (POW)	14	70	Forbearing
	Charisma (CHA)	17	85	Beguiling
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		12	
	Willpower Points (WP)		14	
Sanity Points (SAN)		70		
Breaking Point (BP)		56		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		17
		17
		17
		17
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	40	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	50	<input type="checkbox"/> Forensics (0%)	20	<input type="checkbox"/> Science (0%):	20
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	50	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)	20	<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	40
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	30	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)	20	<input type="checkbox"/> Law (0%)	20	<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	50	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	50	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	50
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%) Land	40	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	40	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	40
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	30	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	40			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	60	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=1

Check a box when you attempt to use a skill and fail. After the session, add 1 to each checked skill and erase all checks.

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Tactical body armor - Armour Rating 5				GPS			
	Kevlar helmet - Armour Rating +1							
	Dog tags							
	Night vision goggles							
	* Spare ammunition							
	Tactical light							
	Night vision goggles							
	Military-band radio with earpiece and throat microphone							
	Multitool							
Compass								
Field dressing								
Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.								
16. WEAPONS								
	WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	50%		1D4				
	(b) Heavy Rifle	60%	150m	1D12+2 †	5	10%		20
	(c) Combat Knife	30%		1D6+1	3			
	(d) Hand Grenade	50%	20m			15%	10m	2
	(e)							
	(f)							
	(g)							

REMARKS	17. PERSONAL DETAILS AND NOTES				18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY			
					19. SPECIAL TRAINING		SKILL OR STAT USED	
Please indicate why this agent was recruited and why the agent agreed to be recruited.								

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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* In chest rig
† Use Lethality rating if firing bursts

THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL AUMILLER, Terrell		2. PROFESSION (RANK IF APPLICABLE) Soldier		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) De Soto, IA		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 50 (SEP 3)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	14	70	Powerful
	Constitution (CON)	10	50	
	Dexterity (DEX)	13	65	Slick
	Intelligence (INT)	14	70	Sharp
	Power (POW)	7	35	Low spirited
	Charisma (CHA)	14	70	Outgoing
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		12	
	Willpower Points (WP)		7	
Sanity Points (SAN)		35		
Breaking Point (BP)		28		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		14
		14
		14
		14
	12. MOTIVATIONS AND MENTAL DISORDERS	
	13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE	
	Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted	

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	40	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	50	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	50	<input type="checkbox"/> Search (20%)	60
	<input type="checkbox"/> Archeology (0%)	20	<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	20
	<input type="checkbox"/> Art (0%):	20	<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	20
	<input type="checkbox"/> Artillery (0%)	40	<input type="checkbox"/> Law (0%)	20	<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	50	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	30	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	50
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%) Land	40	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	40	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	30	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)	20	<input type="checkbox"/> Persuade (20%)	30	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	40			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	40	<input type="checkbox"/> Psychotherapy (10%)	30	<input type="checkbox"/>	

DB=1

Check a box when you attempt to use a skill and fail. After the session, add 1 to each checked skill and erase all checks.

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Tactical body armor - Armour Rating 5				GPS			
	Kevlar helmet - Armour Rating +1							
	Dog tags							
	Night vision goggles							
	* Spare ammunition							
	Tactical light							
	Night vision goggles							
	Military-band radio with earpiece and throat microphone							
	Multitool							
Compass								
Field dressing								
Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.								
16.	WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a)	Unarmed	50%		1D4				
(b)	Submachine Gun	40%	50m	1D10 †	5	10%		20
(c)	Combat Knife	30%		1D6+1	3			
(d)	Hand Grenade	50%	20m			15%	10m	2
(e)								
(f)								
(g)								

REMARKS	17. PERSONAL DETAILS AND NOTES		18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY	
			19. SPECIAL TRAINING	SKILL OR STAT USED
	Please indicate why this agent was recruited and why the agent agreed to be recruited.			

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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* In chest rig
† Use Lethality rating if firing bursts

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL FRIEND, Eliza		2. PROFESSION (RANK IF APPLICABLE) Soldier		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Chesaning, MI		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 47 (JUN 16)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES	PSYCHOLOGICAL DATA	11. BONDS	SCORE	
	Strength (STR)	12	60				11	
	Constitution (CON)	13	65	Resistant			11	
	Dexterity (DEX)	12	60				11	
	Intelligence (INT)	11	55				11	
	Power (POW)	13	65	Forbearing				
	Charisma (CHA)	11	55					
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT		12. MOTIVATIONS AND MENTAL DISORDERS		
	Hit Points (HP)		12					
	Willpower Points (WP)		13					
Sanity Points (SAN)		65						
Breaking Point (BP)		52						
10. PHYSICAL DESCRIPTION				13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE				
				Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <i>adapted</i> Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <i>adapted</i>				

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	30	<input type="checkbox"/> First Aid (10%)	40	<input type="checkbox"/> Ride (10%)	30
	<input type="checkbox"/> Alertness (20%)	50	<input type="checkbox"/> Forensics (0%)	20	<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	50	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)	20	<input type="checkbox"/> Heavy Weapons (0%)	20	<input type="checkbox"/> SIGINT (0%)	40
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	30	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	50	<input type="checkbox"/> Medicine (0%)	20	<input type="checkbox"/> Swim (20%)	60
	<input type="checkbox"/> Bureaucracy (10%)	30	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	50
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%) Land	40	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	40	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	30	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)	20	<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	40			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	40	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

Check a box when you attempt to use a skill and fail. After the session, add 1 to each checked skill and erase all checks.

DB=0

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Tactical body armor - Armour Rating 5				GPS			
	Kevlar helmet - Armour Rating +1							
	Dog tags							
	Night vision goggles							
	* Spare ammunition							
	Tactical light							
	Night vision goggles							
	Military-band radio with earpiece and throat microphone							
	Multitool							
Compass								
Field dressing								
Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.								
16.	WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a)	Unarmed	50%		1D4-1				
(b)	Submachine Gun	40%	50m	1D10 †	5	10%		20
(c)	Combat Knife	30%		1D6	3			
(d)	Hand Grenade	50%	20m			15%	10m	2
(e)								
(f)								
(g)								

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY	
		19. SPECIAL TRAINING	SKILL OR STAT USED
	Please indicate why this agent was recruited and why the agent agreed to be recruited.		

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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* In chest rig
† Use Lethality rating if firing bursts

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL DANOS, Geoffrey		2. PROFESSION (RANK IF APPLICABLE) Soldier		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Portsmouth, VA		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 26 (OCT 8)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	13	65	Muscular
	Constitution (CON)	11	55	
	Dexterity (DEX)	11	55	
	Intelligence (INT)	13	65	Sharp
	Power (POW)	12	60	
	Charisma (CHA)	12	60	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		12	
	Willpower Points (WP)		12	
Sanity Points (SAN)		60		
Breaking Point (BP)		48		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		12
		12
		12
		12
	12. MOTIVATIONS AND MENTAL DISORDERS	
	13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE	
	Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted	

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	40	<input type="checkbox"/> Ride (10%)	30
	<input type="checkbox"/> Alertness (20%)	50	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	50	<input type="checkbox"/> Search (20%)	40
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)	40	<input type="checkbox"/> SIGINT (0%)	20
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)	20	<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	50	<input type="checkbox"/> Medicine (0%)	20	<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	30	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	50
	<input type="checkbox"/> Computer Science (0%)	20	<input type="checkbox"/> Military Science (0%) Land	40	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	40	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	20
	<input type="checkbox"/> Demolitions (0%)	40	<input type="checkbox"/> Persuade (20%)	30	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)	20	<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	40			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	40	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

Check a box when you attempt to use a skill and fail. After the session, add 1 to each checked skill and erase all checks.

DB=1

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Tactical body armor - Armour Rating 5				GPS			
	Kevlar helmet - Armour Rating +1							
	Dog tags							
	Night vision goggles							
	* Spare ammunition							
	Tactical light							
	Night vision goggles							
	Military-band radio with earpiece and throat microphone							
	Multitool							
Compass								
Field dressing								
Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.								
16.	WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a)	Unarmed	50%		1D4				
(b)	Submachine Gun	40%	50m	1D10 †	5	10%		20
(c)	Combat Knife	30%		1D6+1	3			
(d)	Hand Grenade	50%	20m			15%	10m	2
(e)								
(f)								
(g)								

REMARKS	17. PERSONAL DETAILS AND NOTES		18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY	
			19. SPECIAL TRAINING	SKILL OR STAT USED
	Please indicate why this agent was recruited and why the agent agreed to be recruited.			

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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* In chest rig
† Use Lethality rating if firing bursts

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL FESSENDEN, Heather		2. PROFESSION (RANK IF APPLICABLE) Soldier		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Osborn, MO		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 36 (APR 3)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	10	50	
	Constitution (CON)	10	50	
	Dexterity (DEX)	14	70	Quick footed
	Intelligence (INT)	17	85	Brilliant
	Power (POW)	8	40	Timid
	Charisma (CHA)	13	65	Approachable
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		10	
	Willpower Points (WP)		8	
Sanity Points (SAN)		40		
Breaking Point (BP)		32		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		13
		13
		13
		13
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	40	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	50	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	60
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	30	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)	20	<input type="checkbox"/> Law (0%)	20	<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	50	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	60
	<input type="checkbox"/> Bureaucracy (10%)	50	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	70
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%) Land	40	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	40	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	30	<input type="checkbox"/> Occult (10%)	30	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)	40	<input type="checkbox"/> Persuade (20%)	30	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	60			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	40	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=0

Check a box when you attempt to use a skill and fail. After the session, add 1 to each checked skill and erase all checks.

THIS IS A WORK OF FICTION

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Tactical body armor - Armour Rating 5				GPS			
	Kevlar helmet - Armour Rating +1							
	Dog tags							
	Night vision goggles							
	* Spare ammunition							
	Tactical light							
	Night vision goggles							
	Military-band radio with earpiece and throat microphone							
	Multitool							
Compass								
Field dressing								
Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.								
16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO	
(a) Unarmed	70%		1D4-1					
(b) Medium Pistol	40%	15m	1D10				15	
(c) Grenade...	0%	150m			15%	10m	1	
(d) Combat Knife	30%		1D6	3				
(e) Hand Grenade	50%	20m			15%	10m	2	
(f)								
(g)								

REMARKS	17. PERSONAL DETAILS AND NOTES		18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY	
			19. SPECIAL TRAINING	SKILL OR STAT USED
	Please indicate why this agent was recruited and why the agent agreed to be recruited.			

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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* In chest rig

THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL HAIRE, Damion		2. PROFESSION (RANK IF APPLICABLE) Soldier		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Inglewood, CA		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 51 (JUN 24)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	14	70	Tough
	Constitution (CON)	12	60	
	Dexterity (DEX)	15	75	Slick
	Intelligence (INT)	10	50	
	Power (POW)	11	55	
	Charisma (CHA)	10	50	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		13	
	Willpower Points (WP)		11	
Sanity Points (SAN)		55		
Breaking Point (BP)		44		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		10
		10
		10
		10
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <i>adapted</i> Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <i>adapted</i>		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	30	<input type="checkbox"/> First Aid (10%)	60	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	50	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	80
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)	40	<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	50	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	30	<input type="checkbox"/> Melee Weapons (30%)	50	<input type="checkbox"/> Unarmed Combat (40%)	50
	<input type="checkbox"/> Computer Science (0%)	60	<input type="checkbox"/> Military Science (0%) Land	40	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	40	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	30	<input type="checkbox"/> Occult (10%)	30	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	30	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	30	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	40			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	40	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=1

Check a box when you attempt to use a skill and fail. After the session, add 1 to each checked skill and erase all checks.

THIS IS A WORK OF FICTION

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Tactical body armor - Armour Rating 5				GPS			
	Kevlar helmet - Armour Rating +1							
	Dog tags							
	Night vision goggles							
	* Spare ammunition							
	Tactical light							
	Night vision goggles							
	Military-band radio with earpiece and throat microphone							
	Multitool							
Compass								
Field dressing								
Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.								
16.	WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a)	Unarmed	50%		1D4				
(b)	Medium Pistol	40%	15m	1D10				15
(c)	GP Machine Gun	0%	300m		3	15%	Per burst	100
(d)	Combat Knife	50%		1D6+1	3			
(e)	Hand Grenade	50%	20m			15%	10m	2
(f)								
(g)								

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY	
		Please indicate why this agent was recruited and why the agent agreed to be recruited.	

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL FRAGOSO, Trisha		2. PROFESSION (RANK IF APPLICABLE) Soldier		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Midwest, WY		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 44 (MAR 13)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	7	35	Puny
	Constitution (CON)	14	70	Robust
	Dexterity (DEX)	10	50	
	Intelligence (INT)	10	50	
	Power (POW)	17	85	Indomitable
	Charisma (CHA)	7	35	Silent
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		10	
	Willpower Points (WP)		17	
Sanity Points (SAN)		85		
Breaking Point (BP)		68		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		7
		7
		7
		7
	12. MOTIVATIONS AND MENTAL DISORDERS	
	13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE	
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	40	<input type="checkbox"/> Ride (10%)	30
	<input type="checkbox"/> Alertness (20%)	50	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)	20	<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	60
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)	60	<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	30
	<input type="checkbox"/> Athletics (30%)	50	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	40
	<input type="checkbox"/> Bureaucracy (10%)	30	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	50
	<input type="checkbox"/> Computer Science (0%)	40	<input type="checkbox"/> Military Science (0%) Land	40	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):	20	<input type="checkbox"/> Navigate (10%)	40	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	30	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	60			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	60	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=-1

Check a box when you attempt to use a skill and fail. After the session, add 1 to each checked skill and erase all checks.

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Tactical body armor - Armour Rating 5				GPS			
	Kevlar helmet - Armour Rating +1							
	Dog tags							
	Night vision goggles							
	* Spare ammunition							
	Tactical light							
	Night vision goggles							
	Military-band radio with earpiece and throat microphone							
	Multitool							
Compass								
Field dressing								
Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.								
16.	WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a)	Unarmed	50%		1D4-2				
(b)	Medium Pistol	60%	15m	1D10				15
(c)	GP Machine Gun	60%	300m		3	15%	Per burst	100
(d)	Combat Knife	30%		1D6-1	3			
(e)	Hand Grenade	50%	20m			15%	10m	2
(f)								
(g)								

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY	
Please indicate why this agent was recruited and why the agent agreed to be recruited.			

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL ROYE, Salvatore		2. PROFESSION (RANK IF APPLICABLE) Soldier		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Baton Rouge, LA		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 31 (DEC 6)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	17	85	Strapping
	Constitution (CON)	10	50	
	Dexterity (DEX)	8	40	Ungainly
	Intelligence (INT)	14	70	Ingenious
	Power (POW)	13	65	Stoic
	Charisma (CHA)	10	50	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		14	
	Willpower Points (WP)		13	
Sanity Points (SAN)		65		
Breaking Point (BP)		52		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		10
		10
		10
		10
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	60	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	50	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)	20	<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	40
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)	20	<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	50	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	50	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	50
	<input type="checkbox"/> Computer Science (0%)	40	<input type="checkbox"/> Military Science (0%) Land	40	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	40	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	30	<input type="checkbox"/>	40
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	30	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):	20	<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	60			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	40	<input type="checkbox"/> Psychotherapy (10%)	30	<input type="checkbox"/>	

DB=2

Check a box when you attempt to use a skill and fail. After the session, add 1 to each checked skill and erase all checks.

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Tactical body armor - Armour Rating 5				GPS			
	Kevlar helmet - Armour Rating +1							
	Dog tags							
	Night vision goggles							
	* Spare ammunition							
	Tactical light							
	Night vision goggles							
	Military-band radio with earpiece and throat microphone							
	Multitool							
Compass								
Field dressing								
Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.								
16.	WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a)	Unarmed	50%		1D4+1				
(b)	Heavy Rifle	40%	150m	1D12+2 †	5	10%		20
(c)	Combat Knife	30%		1D6+2	3			
(d)	Hand Grenade	50%	20m			15%	10m	2
(e)								
(f)								
(g)								

REMARKS	17. PERSONAL DETAILS AND NOTES		18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY		
			19. SPECIAL TRAINING	SKILL OR STAT USED	
Please indicate why this agent was recruited and why the agent agreed to be recruited.					

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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* In chest rig
† Use Lethality rating if firing bursts

THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL SADDLER, Janae		2. PROFESSION (RANK IF APPLICABLE) Soldier		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Houston, TX		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 41 (MAR 27)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	14	70	Tough
	Constitution (CON)	13	65	Robust
	Dexterity (DEX)	10	50	
	Intelligence (INT)	17	85	Brilliant
	Power (POW)	8	40	Pessimistic
	Charisma (CHA)	10	50	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		14	
	Willpower Points (WP)		8	
Sanity Points (SAN)		40		
Breaking Point (BP)		32		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		10
		10
		10
		10
	12. MOTIVATIONS AND MENTAL DISORDERS	
	13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE	
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	40	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	50	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	60
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)	40	<input type="checkbox"/> SIGINT (0%)	20
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)	40	<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	70	<input type="checkbox"/> Medicine (0%)	20	<input type="checkbox"/> Swim (20%)	40
	<input type="checkbox"/> Bureaucracy (10%)	30	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	50
	<input type="checkbox"/> Computer Science (0%)	20	<input type="checkbox"/> Military Science (0%) Land	40	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	40	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	30	<input type="checkbox"/> Occult (10%)	30	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)	20	<input type="checkbox"/> Persuade (20%)	30	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	40			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	40	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=1

Check a box when you attempt to use a skill and fail. After the session, add 1 to each checked skill and erase all checks.

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INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Tactical body armor - Armour Rating 5				GPS			
	Kevlar helmet - Armour Rating +1							
	Dog tags							
	Night vision goggles							
	* Spare ammunition							
	Tactical light							
	Night vision goggles							
	Military-band radio with earpiece and throat microphone							
	Multitool							
Compass								
Field dressing								
Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.								
16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO	
(a) Unarmed	50%		1D4					
(b) Medium Pistol	40%	15m	1D10				15	
(c) Light Machine.	40%	200m		3	10%	Per burst	200	
(d) Combat Knife	30%		1D6+1	3				
(e) Hand Grenade	70%	20m			15%	10m	2	
(f)								
(g)								

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY	
		19. SPECIAL TRAINING	SKILL OR STAT USED
	Please indicate why this agent was recruited and why the agent agreed to be recruited.		

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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* In chest rig

THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL HAMMONTREE, Antoine		2. PROFESSION (RANK IF APPLICABLE) Soldier		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Frankfort, ME		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 28 (OCT 28)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	13	65	Powerful
	Constitution (CON)	11	55	
	Dexterity (DEX)	12	60	
	Intelligence (INT)	11	55	
	Power (POW)	13	65	Stoic
	Charisma (CHA)	12	60	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		12	
	Willpower Points (WP)		13	
Sanity Points (SAN)		65		
Breaking Point (BP)		52		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		12
		12
		12
		12
	12. MOTIVATIONS AND MENTAL DISORDERS	
	13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE	
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <i>adapted</i> Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <i>adapted</i>		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	30	<input type="checkbox"/> First Aid (10%)	60	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	50	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	50	<input type="checkbox"/> Search (20%)	40
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)	60	<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	30
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)	40	<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	10
	<input type="checkbox"/> Athletics (30%)	70	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	30	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	50
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%) Land	40	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	40	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)	20	<input type="checkbox"/> Persuade (20%)	30	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	60			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	40	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=1

Check a box when you attempt to use a skill and fail. After the session, add 1 to each checked skill and erase all checks.

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Tactical body armor - Armour Rating 5				GPS			
	Kevlar helmet - Armour Rating +1							
	Dog tags							
	Night vision goggles							
	* Spare ammunition							
	Tactical light							
	Night vision goggles							
	Military-band radio with earpiece and throat microphone							
	Multitool							
Compass								
Field dressing								
Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.								
16.	WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a)	Unarmed	50%		1D4				
(b)	Medium Pistol	40%	15m	1D10				15
(c)	Grenade...	60%	300m		3	15% †	Per burst	100
(d)	Combat Knife	30%		1D6+1	3			
(e)	Hand Grenade	70%	20m			15%	10m	2
(f)								
(g)								

REMARKS	17. PERSONAL DETAILS AND NOTES		18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY	
			19. SPECIAL TRAINING	SKILL OR STAT USED
	Please indicate why this agent was recruited and why the agent agreed to be recruited.			

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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* In chest rig
† If firing a burst (5 grenades),
Lethality is 20%

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DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL KHOURY, Hannah		2. PROFESSION (RANK IF APPLICABLE) Special Operator		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Mc Knight, PA		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 55 (MAY 2)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES	PSYCHOLOGICAL DATA	11. BONDS	SCORE	
	Strength (STR)	12	60				12	
	Constitution (CON)	15	75	Fit			12	
	Dexterity (DEX)	9	45					
	Intelligence (INT)	10	50					
	Power (POW)	7	35	Timid				
	Charisma (CHA)	12	60					
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT		12. MOTIVATIONS AND MENTAL DISORDERS		
	Hit Points (HP)		14					
	Willpower Points (WP)		7					
Sanity Points (SAN)		35						
Breaking Point (BP)		28						
10. PHYSICAL DESCRIPTION					13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE			
					Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted			

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	60	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	40
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)	70	<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):	20	<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	50
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	20
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	50
	<input type="checkbox"/> Athletics (30%)	80	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	50
	<input type="checkbox"/> Bureaucracy (10%)	10	<input type="checkbox"/> Melee Weapons (30%)	50	<input type="checkbox"/> Unarmed Combat (40%)	60
	<input type="checkbox"/> Computer Science (0%)	20	<input type="checkbox"/> Military Science (0%) Land	60	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	50	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)	60	<input type="checkbox"/> Persuade (20%)	20	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)	20	<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	20			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	60	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

Check a box when you attempt to use a skill and fail. After the session, add 1 to each checked skill and erase all checks.

DB=0

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR	
	<table style="width:100%; border: none;"> <tr> <td style="width: 50%; border: none;">Tactical body armor - Armour Rating 5 Kevlar helmet - Armour Rating +1 Dog tags * 6 carbine magazines * 2 pistol magazines Flexible cuffs Tactical light Night vision goggles Military-band radio with earpiece and throat microphone Multitool Compass</td> <td style="width: 50%; border: none; vertical-align: top;">Field dressing GPS</td> </tr> </table>	Tactical body armor - Armour Rating 5 Kevlar helmet - Armour Rating +1 Dog tags * 6 carbine magazines * 2 pistol magazines Flexible cuffs Tactical light Night vision goggles Military-band radio with earpiece and throat microphone Multitool Compass
Tactical body armor - Armour Rating 5 Kevlar helmet - Armour Rating +1 Dog tags * 6 carbine magazines * 2 pistol magazines Flexible cuffs Tactical light Night vision goggles Military-band radio with earpiece and throat microphone Multitool Compass	Field dressing GPS	

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	60%		1D4-1				
(b) Assault Carbine	60%	100m	1D12 †	3	10%		30
(c) Medium Pistol	60%	15m	1D10				15
(d) Hand Grenade	80%	20m			15%	10m	2
(e) Smoke Grenade	80%	20m					2
(f) Flash-bang...	100%	20m	§			10m	2
(g) Combat Knife	50%		1D6	3			

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY													
		<table border="1" style="width:100%; border-collapse: collapse; font-size: x-small;"> <thead> <tr> <th style="width: 50%;">19. SPECIAL TRAINING</th> <th style="width: 50%;">SKILL OR STAT USED</th> </tr> </thead> <tbody> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> </tbody> </table>	19. SPECIAL TRAINING	SKILL OR STAT USED											
19. SPECIAL TRAINING	SKILL OR STAT USED														

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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* In chest rig
 † With holographic sight, targeting laser, & sound suppressor - +20% bonus to hit as long as shooter has taken no

damage since last action
 † Use Lethality rating if firing bursts
 § Victim -40%

THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL TOWNE, Bryon		2. PROFESSION (RANK IF APPLICABLE) Special Operator		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Hico, WV		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 33 (FEB 11)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	11	55	
	Constitution (CON)	15	75	Robust
	Dexterity (DEX)	12	60	
	Intelligence (INT)	10	50	
	Power (POW)	14	70	Forbearing
	Charisma (CHA)	10	50	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		13	
	Willpower Points (WP)		14	
Sanity Points (SAN)		70		
Breaking Point (BP)		56		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		10
		10
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <i>adapted</i> Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <i>adapted</i>		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	80	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	20
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	40
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)	50	<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	50
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	20
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	50
	<input type="checkbox"/> Athletics (30%)	80	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	50
	<input type="checkbox"/> Bureaucracy (10%)	10	<input type="checkbox"/> Melee Weapons (30%)	50	<input type="checkbox"/> Unarmed Combat (40%)	60
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%) Land	80	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	50	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)	40	<input type="checkbox"/> Persuade (20%)	40	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	20			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	60	<input type="checkbox"/> Psychotherapy (10%)	30	<input type="checkbox"/>	

DB=0

Check a box when you attempt to use a skill and fail. After the session, add 1 to each checked skill and erase all checks.

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR																					
	<table style="width:100%; border: none;"> <tr> <td style="width: 50%;">Tactical body armor - Armour Rating 5</td> <td style="width: 50%;">Field dressing</td> </tr> <tr> <td>Kevlar helmet - Armour Rating +1</td> <td>GPS</td> </tr> <tr> <td>Dog tags</td> <td></td> </tr> <tr> <td>* 6 carbine magazines</td> <td></td> </tr> <tr> <td>* 2 pistol magazines</td> <td></td> </tr> <tr> <td>Flexible cuffs</td> <td></td> </tr> <tr> <td>Tactical light</td> <td></td> </tr> <tr> <td>Night vision goggles</td> <td></td> </tr> <tr> <td>Military-band radio with earpiece and throat microphone</td> <td></td> </tr> <tr> <td>Multitool</td> <td></td> </tr> <tr> <td>Compass</td> <td></td> </tr> </table>	Tactical body armor - Armour Rating 5	Field dressing	Kevlar helmet - Armour Rating +1	GPS	Dog tags		* 6 carbine magazines		* 2 pistol magazines		Flexible cuffs		Tactical light		Night vision goggles		Military-band radio with earpiece and throat microphone		Multitool		Compass
Tactical body armor - Armour Rating 5	Field dressing																					
Kevlar helmet - Armour Rating +1	GPS																					
Dog tags																						
* 6 carbine magazines																						
* 2 pistol magazines																						
Flexible cuffs																						
Tactical light																						
Night vision goggles																						
Military-band radio with earpiece and throat microphone																						
Multitool																						
Compass																						

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	60%		1D4-1				
(b) Assault Carbine	60%	100m	1D12 †	3	10%		30 †
(c) Medium Pistol	60%	15m	1D10				15
(d) Hand Grenade	80%	20m			15%	10m	2
(e) Smoke Grenade	80%	20m					2
(f) Flash-bang...	100%	20m	§			10m	2
(g) Combat Knife	50%		1D6	3			

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY													
		<table border="1" style="width:100%; border-collapse: collapse; font-size: x-small;"> <thead> <tr> <th style="width: 50%;">19. SPECIAL TRAINING</th> <th style="width: 50%;">SKILL OR STAT USED</th> </tr> </thead> <tbody> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> </tbody> </table>	19. SPECIAL TRAINING	SKILL OR STAT USED											
19. SPECIAL TRAINING	SKILL OR STAT USED														

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
-------------------------	---------------------

* In chest rig
 † With holographic sight, targeting laser, & sound suppressor - +20% bonus to hit as long as shooter has taken no

damage since last action
 † Use Lethality rating if firing bursts
 § Victim -40%

THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL RABIDEAU, Marcia		2. PROFESSION (RANK IF APPLICABLE) Special Operator		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Blount, WV		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 48 (OCT 12)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES	PSYCHOLOGICAL DATA	11. BONDS	SCORE	
	Strength (STR)	15	75	Tough			10	
	Constitution (CON)	11	55				10	
	Dexterity (DEX)	10	50					
	Intelligence (INT)	12	60					
	Power (POW)	14	70	Brave				
	Charisma (CHA)	10	50					
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT		12. MOTIVATIONS AND MENTAL DISORDERS		
	Hit Points (HP)		13					
	Willpower Points (WP)		14					
Sanity Points (SAN)		70						
Breaking Point (BP)		56						
10. PHYSICAL DESCRIPTION					13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE			
					Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted			

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	60	<input type="checkbox"/> Forensics (0%)	20	<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)	20	<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	40
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)	70	<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	30	<input type="checkbox"/> Stealth (10%)	70
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	50
	<input type="checkbox"/> Athletics (30%)	60	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	50
	<input type="checkbox"/> Bureaucracy (10%)	10	<input type="checkbox"/> Melee Weapons (30%)	70	<input type="checkbox"/> Unarmed Combat (40%)	60
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%) Land	60	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	50	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)	40	<input type="checkbox"/> Persuade (20%)	20	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):	20	<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	20			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	60	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=1

Check a box when you attempt to use a skill and fail. After the session, add 1 to each checked skill and erase all checks.

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR	
	<table style="width:100%; border: none;"> <tr> <td style="width: 50%; border: none;">Tactical body armor - Armour Rating 5 Kevlar helmet - Armour Rating +1 Dog tags * 6 carbine magazines * 2 pistol magazines Flexible cuffs Tactical light Night vision goggles Military-band radio with earpiece and throat microphone Multitool Compass</td> <td style="width: 50%; border: none; vertical-align: top;">Field dressing GPS</td> </tr> </table>	Tactical body armor - Armour Rating 5 Kevlar helmet - Armour Rating +1 Dog tags * 6 carbine magazines * 2 pistol magazines Flexible cuffs Tactical light Night vision goggles Military-band radio with earpiece and throat microphone Multitool Compass
Tactical body armor - Armour Rating 5 Kevlar helmet - Armour Rating +1 Dog tags * 6 carbine magazines * 2 pistol magazines Flexible cuffs Tactical light Night vision goggles Military-band radio with earpiece and throat microphone Multitool Compass	Field dressing GPS	

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	60%		1D4				
(b) Assault Carbine	60%	100m	1D12 †	3	10%		30 †
(c) Medium Pistol	60%	15m	1D10				15
(d) Hand Grenade	60%	20m			15%	10m	2
(e) Smoke Grenade	60%	20m					2
(f) Flash-bang...	80%	20m	§			10m	2
(g) Combat Knife	70%		1D6+1	3			

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY														
		<table border="1" style="width:100%; border-collapse: collapse; font-size: x-small;"> <tr> <th style="width: 50%;">19. SPECIAL TRAINING</th> <th style="width: 50%;">SKILL OR STAT USED</th> </tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> </table>	19. SPECIAL TRAINING	SKILL OR STAT USED												
19. SPECIAL TRAINING	SKILL OR STAT USED															

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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* In chest rig
† With holographic sight, targeting laser, & sound suppressor - +20% bonus to hit as long as shooter has taken no

damage since last action
‡ Use Lethality rating if firing bursts
§ Victim -40%

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL HANK, Jarred		2. PROFESSION (RANK IF APPLICABLE) Special Operator		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Gowanda, NY		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 49 (AUG 3)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	10	50	
	Constitution (CON)	17	85	Indefatigable
	Dexterity (DEX)	13	65	Nimble
	Intelligence (INT)	10	50	
	Power (POW)	8	40	Pessimistic
	Charisma (CHA)	14	70	Friendly
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		14	
	Willpower Points (WP)		8	
Sanity Points (SAN)		40		
Breaking Point (BP)		32		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		14
		14
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	60	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)	70	<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	50
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)	20	<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	70
	<input type="checkbox"/> Athletics (30%)	60	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	50
	<input type="checkbox"/> Bureaucracy (10%)	10	<input type="checkbox"/> Melee Weapons (30%)	50	<input type="checkbox"/> Unarmed Combat (40%)	60
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%) Land	60	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):	20	<input type="checkbox"/> Navigate (10%)	50	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	30	<input type="checkbox"/>	20
	<input type="checkbox"/> Demolitions (0%)	60	<input type="checkbox"/> Persuade (20%)	20	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):	20	<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	20			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	60	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=0

Check a box when you attempt to use a skill and fail. After the session, add 1 to each checked skill and erase all checks.

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Tactical body armor - Armour Rating 5				Field dressing			
	Kevlar helmet - Armour Rating +1				GPS			
	Dog tags							
	* 6 carbine magazines							
	* 2 pistol magazines							
	Flexible cuffs							
	Tactical light							
	Night vision goggles							
	Military-band radio with earpiece and throat microphone							
Multitool								
Compass								
Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.								
16. WEAPONS								
(a) Unarmed	60%		1D4-1					
(b) Assault Carbine	60%	100m	1D12 †	3	10%		30 †	
(c) Medium Pistol	60%	15m	1D10				15	
(d) Hand Grenade	60%	20m			15%	10m	2	
(e) Smoke Grenade	60%	20m					2	
(f) Flash-bang...	80%	20m	§			10m	2	
(g) Combat Knife	50%		1D6	3				

REMARKS	17. PERSONAL DETAILS AND NOTES		18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY	
	19. SPECIAL TRAINING		SKILL OR STAT USED	
	Please indicate why this agent was recruited and why the agent agreed to be recruited.			

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL NOSAL, Lily		2. PROFESSION (RANK IF APPLICABLE) Special Operator		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Bueche, LA		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 53 (FEB 1)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	11	55	
	Constitution (CON)	14	70	Fit
	Dexterity (DEX)	15	75	Agile
	Intelligence (INT)	12	60	
	Power (POW)	10	50	
	Charisma (CHA)	10	50	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		12	
	Willpower Points (WP)		10	
Sanity Points (SAN)		50		
Breaking Point (BP)		40		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		10
		10
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	30	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	60	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)	20	<input type="checkbox"/> Heavy Weapons (0%)	50	<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):	20	<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	50
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)	20	<input type="checkbox"/> Law (0%)	20	<input type="checkbox"/> Survival (10%)	50
	<input type="checkbox"/> Athletics (30%)	60	<input type="checkbox"/> Medicine (0%)	20	<input type="checkbox"/> Swim (20%)	50
	<input type="checkbox"/> Bureaucracy (10%)	10	<input type="checkbox"/> Melee Weapons (30%)	50	<input type="checkbox"/> Unarmed Combat (40%)	60
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%) Land	60	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	50	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)	40	<input type="checkbox"/> Persuade (20%)	40	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	20			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	60	<input type="checkbox"/> Psychotherapy (10%)	30	<input type="checkbox"/>	

DB=0

Check a box when you attempt to use a skill and fail. After the session, add 1 to each checked skill and erase all checks.

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Tactical body armor - Armour Rating 5				Field dressing			
	Kevlar helmet - Armour Rating +1				GPS			
	Dog tags							
	* 6 carbine magazines							
	* 2 pistol magazines							
	Flexible cuffs							
	Tactical light							
	Night vision goggles							
	Military-band radio with earpiece and throat microphone							
Multitool								
Compass								
Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.								
16. WEAPONS								
(a) Unarmed	60%		1D4-1					
(b) Assault Carbine	60%	100m	1D12 †	3	10%		30 †	
(c) Medium Pistol	60%	15m	1D10				15	
(d) Hand Grenade	60%	20m			15%	10m	2	
(e) Smoke Grenade	60%	20m					2	
(f) Flash-bang...	80%	20m	§			10m	2	
(g) Combat Knife	50%		1D6	3				

REMARKS	17. PERSONAL DETAILS AND NOTES		18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY	
	19. SPECIAL TRAINING		SKILL OR STAT USED	
	Please indicate why this agent was recruited and why the agent agreed to be recruited.			

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL VOORHIES, William		2. PROFESSION (RANK IF APPLICABLE) Special Operator		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Lafayette, AL		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 53 (AUG 14)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	10	50	
	Constitution (CON)	17	85	Indefatigable
	Dexterity (DEX)	13	65	Quick footed
	Intelligence (INT)	8	40	Obtuse
	Power (POW)	14	70	Strong-willed
	Charisma (CHA)	10	50	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		14	
	Willpower Points (WP)		14	
Sanity Points (SAN)		70		
Breaking Point (BP)		56		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		10
		10
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	30	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	80	<input type="checkbox"/> Forensics (0%)	20	<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)	50	<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	30	<input type="checkbox"/> Stealth (10%)	70
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	50
	<input type="checkbox"/> Athletics (30%)	80	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	70
	<input type="checkbox"/> Bureaucracy (10%)	10	<input type="checkbox"/> Melee Weapons (30%)	50	<input type="checkbox"/> Unarmed Combat (40%)	60
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%) Land	60	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	50	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)	40	<input type="checkbox"/> Persuade (20%)	20	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):	20	<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	20			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	60	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=0

Check a box when you attempt to use a skill and fail. After the session, add 1 to each checked skill and erase all checks.

THIS IS A WORK OF FICTION

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR																					
	<table style="width:100%; border: none;"> <tr> <td style="width: 50%;">Tactical body armor - Armour Rating 5</td> <td style="width: 50%;">Field dressing</td> </tr> <tr> <td>Kevlar helmet - Armour Rating +1</td> <td>GPS</td> </tr> <tr> <td>Dog tags</td> <td></td> </tr> <tr> <td>* 6 carbine magazines</td> <td></td> </tr> <tr> <td>* 2 pistol magazines</td> <td></td> </tr> <tr> <td>Flexible cuffs</td> <td></td> </tr> <tr> <td>Tactical light</td> <td></td> </tr> <tr> <td>Night vision goggles</td> <td></td> </tr> <tr> <td>Military-band radio with earpiece and throat microphone</td> <td></td> </tr> <tr> <td>Multitool</td> <td></td> </tr> <tr> <td>Compass</td> <td></td> </tr> </table>	Tactical body armor - Armour Rating 5	Field dressing	Kevlar helmet - Armour Rating +1	GPS	Dog tags		* 6 carbine magazines		* 2 pistol magazines		Flexible cuffs		Tactical light		Night vision goggles		Military-band radio with earpiece and throat microphone		Multitool		Compass
Tactical body armor - Armour Rating 5	Field dressing																					
Kevlar helmet - Armour Rating +1	GPS																					
Dog tags																						
* 6 carbine magazines																						
* 2 pistol magazines																						
Flexible cuffs																						
Tactical light																						
Night vision goggles																						
Military-band radio with earpiece and throat microphone																						
Multitool																						
Compass																						

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	60%		1D4-1				
(b) Assault Carbine	60%	100m	1D12 †	3	10%		30
(c) Medium Pistol	60%	15m	1D10				15
(d) Hand Grenade	80%	20m			15%	10m	2
(e) Smoke Grenade	80%	20m					2
(f) Flash-bang...	100%	20m	§			10m	2
(g) Combat Knife	50%		1D6	3			

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY													
		<table border="1" style="width:100%; border-collapse: collapse; font-size: x-small;"> <tr> <th style="width: 50%;">19. SPECIAL TRAINING</th> <th style="width: 50%;">SKILL OR STAT USED</th> </tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> </table>	19. SPECIAL TRAINING	SKILL OR STAT USED											
19. SPECIAL TRAINING	SKILL OR STAT USED														

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
-------------------------	---------------------

* In chest rig
 † With holographic sight, targeting laser, & sound suppressor - +20% bonus to hit as long as shooter has taken no

damage since last action
 † Use Lethality rating if firing bursts
 § Victim -40%

THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL BUSKE, Glenda		2. PROFESSION (RANK IF APPLICABLE) Special Operator		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Louisville, AL		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 53 (OCT 27)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	10	50	
	Constitution (CON)	13	65	Perfect health
	Dexterity (DEX)	8	40	Graceless
	Intelligence (INT)	10	50	
	Power (POW)	14	70	Calm
	Charisma (CHA)	17	85	Beguiling
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		12	
	Willpower Points (WP)		14	
Sanity Points (SAN)		70		
Breaking Point (BP)		56		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		17
		17
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <i>adapted</i> Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <i>adapted</i>		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	60	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)	20	<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)	70	<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	50
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)	20	<input type="checkbox"/> Law (0%)	20	<input type="checkbox"/> Survival (10%)	50
	<input type="checkbox"/> Athletics (30%)	80	<input type="checkbox"/> Medicine (0%)	20	<input type="checkbox"/> Swim (20%)	50
	<input type="checkbox"/> Bureaucracy (10%)	10	<input type="checkbox"/> Melee Weapons (30%)	50	<input type="checkbox"/> Unarmed Combat (40%)	60
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%) Land	60	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):	20	<input type="checkbox"/> Navigate (10%)	50	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)	40	<input type="checkbox"/> Persuade (20%)	20	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	20			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	60	<input type="checkbox"/> Psychotherapy (10%)	30	<input type="checkbox"/>	

DB=0

Check a box when you attempt to use a skill and fail. After the session, add 1 to each checked skill and erase all checks.

THIS IS A WORK OF FICTION

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR																					
	<table style="width:100%; border:none;"> <tr> <td style="width:50%;">Tactical body armor - Armour Rating 5</td> <td style="width:50%;">Field dressing</td> </tr> <tr> <td>Kevlar helmet - Armour Rating +1</td> <td>GPS</td> </tr> <tr> <td>Dog tags</td> <td></td> </tr> <tr> <td>* 6 carbine magazines</td> <td></td> </tr> <tr> <td>* 2 pistol magazines</td> <td></td> </tr> <tr> <td>Flexible cuffs</td> <td></td> </tr> <tr> <td>Tactical light</td> <td></td> </tr> <tr> <td>Night vision goggles</td> <td></td> </tr> <tr> <td>Military-band radio with earpiece and throat microphone</td> <td></td> </tr> <tr> <td>Multitool</td> <td></td> </tr> <tr> <td>Compass</td> <td></td> </tr> </table>	Tactical body armor - Armour Rating 5	Field dressing	Kevlar helmet - Armour Rating +1	GPS	Dog tags		* 6 carbine magazines		* 2 pistol magazines		Flexible cuffs		Tactical light		Night vision goggles		Military-band radio with earpiece and throat microphone		Multitool		Compass
Tactical body armor - Armour Rating 5	Field dressing																					
Kevlar helmet - Armour Rating +1	GPS																					
Dog tags																						
* 6 carbine magazines																						
* 2 pistol magazines																						
Flexible cuffs																						
Tactical light																						
Night vision goggles																						
Military-band radio with earpiece and throat microphone																						
Multitool																						
Compass																						

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.							
16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	60%		1D4-1				
(b) Assault Carbine	60%	100m	1D12 †	3	10%		30 †
(c) Medium Pistol	60%	15m	1D10				15
(d) Hand Grenade	80%	20m			15%	10m	2
(e) Smoke Grenade	80%	20m					2
(f) Flash-bang...	100%	20m	§			10m	2
(g) Combat Knife	50%		1D6	3			

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY													
		<table border="1" style="width:100%; border-collapse: collapse;"> <tr> <th style="width:50%;">19. SPECIAL TRAINING</th> <th style="width:50%;">SKILL OR STAT USED</th> </tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> </table>	19. SPECIAL TRAINING	SKILL OR STAT USED											
19. SPECIAL TRAINING	SKILL OR STAT USED														

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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* In chest rig damage since last action
† With holographic sight, targeting laser, & sound suppressor - +20% bonus to hit as long as shooter has taken no † Use Lethality rating if firing bursts
‡ Victim -40%

THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL MONTEITH, Laron		2. PROFESSION (RANK IF APPLICABLE) Special Operator		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Ellsworth Afb, SD		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 48 (FEB 11)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	13	65	Muscular
	Constitution (CON)	11	55	
	Dexterity (DEX)	13	65	Slick
	Intelligence (INT)	11	55	
	Power (POW)	12	60	
	Charisma (CHA)	12	60	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		12	
	Willpower Points (WP)		12	
Sanity Points (SAN)		60		
Breaking Point (BP)		48		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		12
		12
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	30
	<input type="checkbox"/> Alertness (20%)	80	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	20
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)	70	<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	50
			<input type="checkbox"/> HUMINT (10%)	30	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	50
	<input type="checkbox"/> Athletics (30%)	60	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	50
	<input type="checkbox"/> Bureaucracy (10%)	10	<input type="checkbox"/> Melee Weapons (30%)	50	<input type="checkbox"/> Unarmed Combat (40%)	80
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%) Land	60	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	70	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)	40	<input type="checkbox"/> Persuade (20%)	20	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):	20	<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	20			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	60	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=1

Check a box when you attempt to use a skill and fail. After the session, add 1 to each checked skill and erase all checks.

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR	
	<table style="width:100%; border: none;"> <tr> <td style="width: 50%; border: none;">Tactical body armor - Armour Rating 5 Kevlar helmet - Armour Rating +1 Dog tags * 6 carbine magazines * 2 pistol magazines Flexible cuffs Tactical light Night vision goggles Military-band radio with earpiece and throat microphone Multitool Compass</td> <td style="width: 50%; border: none; vertical-align: top;">Field dressing GPS</td> </tr> </table>	Tactical body armor - Armour Rating 5 Kevlar helmet - Armour Rating +1 Dog tags * 6 carbine magazines * 2 pistol magazines Flexible cuffs Tactical light Night vision goggles Military-band radio with earpiece and throat microphone Multitool Compass
Tactical body armor - Armour Rating 5 Kevlar helmet - Armour Rating +1 Dog tags * 6 carbine magazines * 2 pistol magazines Flexible cuffs Tactical light Night vision goggles Military-band radio with earpiece and throat microphone Multitool Compass	Field dressing GPS	

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	80%		1D4				
(b) Assault Carbine	60%	100m	1D12 †	3	10%		30 †
(c) Medium Pistol	60%	15m	1D10				15
(d) Hand Grenade	60%	20m			15%	10m	2
(e) Smoke Grenade	60%	20m					2
(f) Flash-bang...	80%	20m	§			10m	2
(g) Combat Knife	50%		1D6+1	3			

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY													
	<table border="1" style="width:100%; border-collapse: collapse;"> <thead> <tr> <th style="width: 50%;">19. SPECIAL TRAINING</th> <th style="width: 50%;">SKILL OR STAT USED</th> </tr> </thead> <tbody> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> </tbody> </table>	19. SPECIAL TRAINING	SKILL OR STAT USED												
19. SPECIAL TRAINING	SKILL OR STAT USED														

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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* In chest rig damage since last action
† With holographic sight, targeting laser, & sound suppressor - +20% bonus to hit as long as shooter has taken no † Use Lethality rating if firing bursts
§ Victim -40%

THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL LAZARUS, Marsha		2. PROFESSION (RANK IF APPLICABLE) Special Operator		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Dallas, TX		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 38 (JUL 11)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	10	50	
	Constitution (CON)	8	40	Unfit
	Dexterity (DEX)	13	65	Slick
	Intelligence (INT)	17	85	Genius
	Power (POW)	14	70	Unflinching
	Charisma (CHA)	10	50	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		9	
	Willpower Points (WP)		14	
Sanity Points (SAN)		70		
Breaking Point (BP)		56		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		10
		10
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	60	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)	70	<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	50
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	50
	<input type="checkbox"/> Athletics (30%)	80	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	70
	<input type="checkbox"/> Bureaucracy (10%)	10	<input type="checkbox"/> Melee Weapons (30%)	70	<input type="checkbox"/> Unarmed Combat (40%)	80
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%) Land	60	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	50	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	20
	<input type="checkbox"/> Demolitions (0%)	40	<input type="checkbox"/> Persuade (20%)	40	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)	20	<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	20			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	60	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=0

Check a box when you attempt to use a skill and fail. After the session, add 1 to each checked skill and erase all checks.

THIS IS A WORK OF FICTION

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR																					
	<table style="width:100%; border: none;"> <tr> <td style="width: 50%;">Tactical body armor - Armour Rating 5</td> <td style="width: 50%;">Field dressing</td> </tr> <tr> <td>Kevlar helmet - Armour Rating +1</td> <td>GPS</td> </tr> <tr> <td>Dog tags</td> <td></td> </tr> <tr> <td>* 6 carbine magazines</td> <td></td> </tr> <tr> <td>* 2 pistol magazines</td> <td></td> </tr> <tr> <td>Flexible cuffs</td> <td></td> </tr> <tr> <td>Tactical light</td> <td></td> </tr> <tr> <td>Night vision goggles</td> <td></td> </tr> <tr> <td>Military-band radio with earpiece and throat microphone</td> <td></td> </tr> <tr> <td>Multitool</td> <td></td> </tr> <tr> <td>Compass</td> <td></td> </tr> </table>	Tactical body armor - Armour Rating 5	Field dressing	Kevlar helmet - Armour Rating +1	GPS	Dog tags		* 6 carbine magazines		* 2 pistol magazines		Flexible cuffs		Tactical light		Night vision goggles		Military-band radio with earpiece and throat microphone		Multitool		Compass
Tactical body armor - Armour Rating 5	Field dressing																					
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Flexible cuffs																						
Tactical light																						
Night vision goggles																						
Military-band radio with earpiece and throat microphone																						
Multitool																						
Compass																						

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	80%		1D4-1				
(b) Assault Carbine	60%	100m	1D12 †	3	10%		30
(c) Medium Pistol	60%	15m	1D10				15
(d) Hand Grenade	80%	20m			15%	10m	2
(e) Smoke Grenade	80%	20m					2
(f) Flash-bang...	100%	20m	§			10m	2
(g) Combat Knife	70%		1D6	3			

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY														
		<table border="1" style="width:100%; border-collapse: collapse; font-size: x-small;"> <tr> <th style="width: 50%;">19. SPECIAL TRAINING</th> <th style="width: 50%;">SKILL OR STAT USED</th> </tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> </table>	19. SPECIAL TRAINING	SKILL OR STAT USED												
19. SPECIAL TRAINING	SKILL OR STAT USED															

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
-------------------------	---------------------

* In chest rig damage since last action
 † With holographic sight, targeting laser, & sound suppressor - +20% bonus to hit as long as shooter has taken no † Use Lethality rating if firing bursts
 § Victim -40%

THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL MAZE, Archie		2. PROFESSION (RANK IF APPLICABLE) Special Operator		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Stony Creek, VA		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 55 (MAR 7)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	15	75	Powerful
	Constitution (CON)	11	55	
	Dexterity (DEX)	10	50	
	Intelligence (INT)	12	60	
	Power (POW)	10	50	
	Charisma (CHA)	14	70	Friendly
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		13	
	Willpower Points (WP)		10	
Sanity Points (SAN)		50		
Breaking Point (BP)		40		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		14
		14
12. MOTIVATIONS AND MENTAL DISORDERS		
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	30	<input type="checkbox"/> First Aid (10%)	30	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	60	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)	70	<input type="checkbox"/> SIGINT (0%)	20
	<input type="checkbox"/> Art (0%):	20	<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	50
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	20
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	50
	<input type="checkbox"/> Athletics (30%)	60	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	50
	<input type="checkbox"/> Bureaucracy (10%)	10	<input type="checkbox"/> Melee Weapons (30%)	50	<input type="checkbox"/> Unarmed Combat (40%)	60
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%) Land	60	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	50	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	20
	<input type="checkbox"/> Demolitions (0%)	60	<input type="checkbox"/> Persuade (20%)	20	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	20			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	60	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=1

Check a box when you attempt to use a skill and fail. After the session, add 1 to each checked skill and erase all checks.

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Tactical body armor - Armour Rating 5				Field dressing			
	Kevlar helmet - Armour Rating +1				GPS			
	Dog tags							
	* 6 carbine magazines							
	* 2 pistol magazines							
	Flexible cuffs							
	Tactical light							
	Night vision goggles							
	Military-band radio with earpiece and throat microphone							
Multitool								
Compass								
Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.								
16. WEAPONS								
	WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	60%		1D4				
	(b) Assault Carbine	60%	100m	1D12 †	3	10%		30 †
	(c) Medium Pistol	60%	15m	1D10				15
	(d) Hand Grenade	60%	20m			15%	10m	2
	(e) Smoke Grenade	60%	20m					2
	(f) Flash-bang...	80%	20m	§			10m	2
	(g) Combat Knife	50%		1D6+1	3			

REMARKS	17. PERSONAL DETAILS AND NOTES		18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY	
			19. SPECIAL TRAINING	SKILL OR STAT USED

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
-------------------------	---------------------

* In chest rig
 † With holographic sight, targeting laser, & sound suppressor - +20% bonus to hit as long as shooter has taken no damage since last action
 ‡ Use Lethality rating if firing bursts
 § Victim -40%

THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL TRUITT, Darcy		2. PROFESSION (RANK IF APPLICABLE) Special Operator		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Whitleyville, TN		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 46 (FEB 2)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES	PSYCHOLOGICAL DATA	11. BONDS	SCORE	
	Strength (STR)	14	70	Muscular			10	
	Constitution (CON)	10	50				10	
	Dexterity (DEX)	17	85	Acrobatic				
	Intelligence (INT)	13	65	Cunning				
	Power (POW)	8	40	Nervous				
	Charisma (CHA)	10	50					
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT		12. MOTIVATIONS AND MENTAL DISORDERS		
	Hit Points (HP)		12					
	Willpower Points (WP)		8					
Sanity Points (SAN)		40						
Breaking Point (BP)		32						
10. PHYSICAL DESCRIPTION					13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE			
					Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted			

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	80	<input type="checkbox"/> Forensics (0%)	20	<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)	50	<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):	20	<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	70
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	50
	<input type="checkbox"/> Athletics (30%)	80	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	50
	<input type="checkbox"/> Bureaucracy (10%)	30	<input type="checkbox"/> Melee Weapons (30%)	50	<input type="checkbox"/> Unarmed Combat (40%)	60
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%) Land	60	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	70	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)	40	<input type="checkbox"/> Persuade (20%)	20	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	20			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	80	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=1

Check a box when you attempt to use a skill and fail. After the session, add 1 to each checked skill and erase all checks.

THIS IS A WORK OF FICTION

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR	
	<table style="width:100%; border: none;"> <tr> <td style="width: 50%; border: none;">Tactical body armor - Armour Rating 5 Kevlar helmet - Armour Rating +1 Dog tags * 6 carbine magazines * 2 pistol magazines Flexible cuffs Tactical light Night vision goggles Military-band radio with earpiece and throat microphone Multitool Compass</td> <td style="width: 50%; border: none; vertical-align: top;">Field dressing GPS</td> </tr> </table>	Tactical body armor - Armour Rating 5 Kevlar helmet - Armour Rating +1 Dog tags * 6 carbine magazines * 2 pistol magazines Flexible cuffs Tactical light Night vision goggles Military-band radio with earpiece and throat microphone Multitool Compass
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Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	60%		1D4				
(b) Assault Carbine	80%	100m	1D12 †	3	10%		30
(c) Medium Pistol	80%	15m	1D10				15
(d) Hand Grenade	80%	20m			15%	10m	2
(e) Smoke Grenade	80%	20m					2
(f) Flash-bang...	100%	20m	§			10m	2
(g) Combat Knife	50%		1D6+1	3			

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY													
		<table border="1" style="width:100%; border-collapse: collapse; font-size: x-small;"> <tr> <th style="width: 50%;">19. SPECIAL TRAINING</th> <th style="width: 50%;">SKILL OR STAT USED</th> </tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> </table>	19. SPECIAL TRAINING	SKILL OR STAT USED											
19. SPECIAL TRAINING	SKILL OR STAT USED														

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
-------------------------	---------------------

* In chest rig
† With holographic sight, targeting laser, & sound suppressor - +20% bonus to hit as long as shooter has taken no

damage since last action
‡ Use Lethality rating if firing bursts
§ Victim -40%

THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL DAMATO, Gilbert		2. PROFESSION (RANK IF APPLICABLE) Special Operator		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Lovely, KY		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 26 (DEC 22)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	11	55	
	Constitution (CON)	14	70	Robust
	Dexterity (DEX)	15	75	Deft
	Intelligence (INT)	12	60	
	Power (POW)	10	50	
	Charisma (CHA)	10	50	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		12	
	Willpower Points (WP)		10	
Sanity Points (SAN)		50		
Breaking Point (BP)		40		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		10
		10
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <i>adapted</i> Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <i>adapted</i>		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	60	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	20
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	40
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)	50	<input type="checkbox"/> SIGINT (0%)	20
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	50
			<input type="checkbox"/> HUMINT (10%)	30	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	70
	<input type="checkbox"/> Athletics (30%)	60	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	50
	<input type="checkbox"/> Bureaucracy (10%)	10	<input type="checkbox"/> Melee Weapons (30%)	50	<input type="checkbox"/> Unarmed Combat (40%)	60
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%) Land	60	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):	20	<input type="checkbox"/> Navigate (10%)	70	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)	40	<input type="checkbox"/> Persuade (20%)	20	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)	20	<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	20			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	60	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=0

Check a box when you attempt to use a skill and fail. After the session, add 1 to each checked skill and erase all checks.

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR																					
	<table style="width:100%; border:none;"> <tr> <td style="width:50%;">Tactical body armor - Armour Rating 5</td> <td style="width:50%;">Field dressing</td> </tr> <tr> <td>Kevlar helmet - Armour Rating +1</td> <td>GPS</td> </tr> <tr> <td>Dog tags</td> <td></td> </tr> <tr> <td>* 6 carbine magazines</td> <td></td> </tr> <tr> <td>* 2 pistol magazines</td> <td></td> </tr> <tr> <td>Flexible cuffs</td> <td></td> </tr> <tr> <td>Tactical light</td> <td></td> </tr> <tr> <td>Night vision goggles</td> <td></td> </tr> <tr> <td>Military-band radio with earpiece and throat microphone</td> <td></td> </tr> <tr> <td>Multitool</td> <td></td> </tr> <tr> <td>Compass</td> <td></td> </tr> </table>	Tactical body armor - Armour Rating 5	Field dressing	Kevlar helmet - Armour Rating +1	GPS	Dog tags		* 6 carbine magazines		* 2 pistol magazines		Flexible cuffs		Tactical light		Night vision goggles		Military-band radio with earpiece and throat microphone		Multitool		Compass
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Multitool																						
Compass																						

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	60%		1D4-1				
(b) Assault Carbine	60%	100m	1D12 †	3	10%		30
(c) Medium Pistol	60%	15m	1D10				15
(d) Hand Grenade	60%	20m			15%	10m	2
(e) Smoke Grenade	60%	20m					2
(f) Flash-bang...	80%	20m	§			10m	2
(g) Combat Knife	50%		1D6	3			

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY													
		<table border="1" style="width:100%; border-collapse: collapse;"> <thead> <tr> <th style="width:50%;">19. SPECIAL TRAINING</th> <th style="width:50%;">SKILL OR STAT USED</th> </tr> </thead> <tbody> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> </tbody> </table>	19. SPECIAL TRAINING	SKILL OR STAT USED											
19. SPECIAL TRAINING	SKILL OR STAT USED														

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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* In chest rig
 † With holographic sight, targeting laser, & sound suppressor - +20% bonus to hit as long as shooter has taken no

damage since last action
 † Use Lethality rating if firing bursts
 § Victim -40%

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL FORT, Helena		2. PROFESSION (RANK IF APPLICABLE) Special Operator		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Wells River, VT		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 38 (SEP 2)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	8	40	Weak
	Constitution (CON)	12	60	
	Dexterity (DEX)	16	80	Slick
	Intelligence (INT)	16	80	Sharp
	Power (POW)	17	85	Indomitable
	Charisma (CHA)	15	75	Approachable
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		10	
	Willpower Points (WP)		17	
Sanity Points (SAN)		85		
Breaking Point (BP)		68		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		15
		15
12. MOTIVATIONS AND MENTAL DISORDERS		
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	80	<input type="checkbox"/> Forensics (0%)	20	<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)	70	<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	70
			<input type="checkbox"/> HUMINT (10%)	30	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	50
	<input type="checkbox"/> Athletics (30%)	80	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	50
	<input type="checkbox"/> Bureaucracy (10%)	10	<input type="checkbox"/> Melee Weapons (30%)	50	<input type="checkbox"/> Unarmed Combat (40%)	60
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%) Land	60	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	50	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)	40	<input type="checkbox"/> Persuade (20%)	40	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):	20	<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	20			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	60	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=-1

Check a box when you attempt to use a skill and fail. After the session, add 1 to each checked skill and erase all checks.

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR																					
	<table style="width:100%; border:none;"> <tr> <td style="width:50%;">Tactical body armor - Armour Rating 5</td> <td style="width:50%;">Field dressing</td> </tr> <tr> <td>Kevlar helmet - Armour Rating +1</td> <td>GPS</td> </tr> <tr> <td>Dog tags</td> <td></td> </tr> <tr> <td>* 6 carbine magazines</td> <td></td> </tr> <tr> <td>* 2 pistol magazines</td> <td></td> </tr> <tr> <td>Flexible cuffs</td> <td></td> </tr> <tr> <td>Tactical light</td> <td></td> </tr> <tr> <td>Night vision goggles</td> <td></td> </tr> <tr> <td>Military-band radio with earpiece and throat microphone</td> <td></td> </tr> <tr> <td>Multitool</td> <td></td> </tr> <tr> <td>Compass</td> <td></td> </tr> </table>	Tactical body armor - Armour Rating 5	Field dressing	Kevlar helmet - Armour Rating +1	GPS	Dog tags		* 6 carbine magazines		* 2 pistol magazines		Flexible cuffs		Tactical light		Night vision goggles		Military-band radio with earpiece and throat microphone		Multitool		Compass
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Multitool																						
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Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	60%		1D4-2				
(b) Assault Carbine	60%	100m	1D12 †	3	10%		30 †
(c) Medium Pistol	60%	15m	1D10				15
(d) Hand Grenade	80%	20m			15%	10m	2
(e) Smoke Grenade	80%	20m					2
(f) Flash-bang...	100%	20m	§			10m	2
(g) Combat Knife	50%		1D6-1	3			

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY													
		<table border="1" style="width:100%; border-collapse: collapse; font-size: x-small;"> <tr> <th style="width:50%;">19. SPECIAL TRAINING</th> <th style="width:50%;">SKILL OR STAT USED</th> </tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> </table>	19. SPECIAL TRAINING	SKILL OR STAT USED											
19. SPECIAL TRAINING	SKILL OR STAT USED														

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
-------------------------	---------------------

* In chest rig
 † With holographic sight, targeting laser, & sound suppressor - +20% bonus to hit as long as shooter has taken no

damage since last action
 † Use Lethality rating if firing bursts
 § Victim -40%

THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL BOWEN, Earnest		2. PROFESSION (RANK IF APPLICABLE) Special Operator		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Tampa, FL		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 33 (JAN 9)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	6	30	Weak
	Constitution (CON)	9	45	
	Dexterity (DEX)	13	65	Deft
	Intelligence (INT)	10	50	
	Power (POW)	9	45	
	Charisma (CHA)	11	55	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		8	
	Willpower Points (WP)		9	
Sanity Points (SAN)		45		
Breaking Point (BP)		36		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE	
		11	
		11	
	12. MOTIVATIONS AND MENTAL DISORDERS		
	13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	80	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)	20	<input type="checkbox"/> Heavy Weapons (0%)	50	<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	70
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	70
	<input type="checkbox"/> Athletics (30%)	60	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	50
	<input type="checkbox"/> Bureaucracy (10%)	10	<input type="checkbox"/> Melee Weapons (30%)	70	<input type="checkbox"/> Unarmed Combat (40%)	80
	<input type="checkbox"/> Computer Science (0%)	20	<input type="checkbox"/> Military Science (0%) Land	60	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	50	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)	40	<input type="checkbox"/> Persuade (20%)	20	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)	20	<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	20			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	60	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

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DB=-1

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

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16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	80%		1D4-2				
(b) Assault Carbine	60%	100m	1D12 †	3	10%		30
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(e) Smoke Grenade	60%	20m					2
(f) Flash-bang...	80%	20m	§			10m	2
(g) Combat Knife	70%		1D6-1	3			

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY														
		<table border="1" style="width:100%; border-collapse: collapse;"> <tr> <th style="width:50%;">19. SPECIAL TRAINING</th> <th style="width:50%;">SKILL OR STAT USED</th> </tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> </table>	19. SPECIAL TRAINING	SKILL OR STAT USED												
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Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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* In chest rig damage since last action
† With holographic sight, targeting laser, & sound suppressor - +20% bonus to hit as long as shooter has taken no † Use Lethality rating if firing bursts
§ Victim -40%

THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL GANN, Karin		2. PROFESSION (RANK IF APPLICABLE) Special Operator		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Ellis, KS		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 52 (APR 20)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	11	55	
	Constitution (CON)	13	65	Fit
	Dexterity (DEX)	13	65	Slick
	Intelligence (INT)	12	60	
	Power (POW)	11	55	
	Charisma (CHA)	12	60	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		12	
	Willpower Points (WP)		11	
Sanity Points (SAN)		55		
Breaking Point (BP)		44		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS		SCORE
			12
			12
	12. MOTIVATIONS AND MENTAL DISORDERS		
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE			
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted			

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	60	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	30	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)	50	<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	70
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	50
	<input type="checkbox"/> Athletics (30%)	60	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	70
	<input type="checkbox"/> Bureaucracy (10%)	10	<input type="checkbox"/> Melee Weapons (30%)	70	<input type="checkbox"/> Unarmed Combat (40%)	80
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%) Land	80	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	50	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)	40	<input type="checkbox"/> Persuade (20%)	20	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	30	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	20			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	60	<input type="checkbox"/> Psychotherapy (10%)	30	<input type="checkbox"/>	

DB=0

Check a box when you attempt to use a skill and fail. After the session, add 1 to each checked skill and erase all checks.

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INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR																					
	<table style="width:100%; border: none;"> <tr> <td style="width: 50%;">Tactical body armor - Armour Rating 5</td> <td style="width: 50%;">Field dressing</td> </tr> <tr> <td>Kevlar helmet - Armour Rating +1</td> <td>GPS</td> </tr> <tr> <td>Dog tags</td> <td></td> </tr> <tr> <td>* 6 carbine magazines</td> <td></td> </tr> <tr> <td>* 2 pistol magazines</td> <td></td> </tr> <tr> <td>Flexible cuffs</td> <td></td> </tr> <tr> <td>Tactical light</td> <td></td> </tr> <tr> <td>Night vision goggles</td> <td></td> </tr> <tr> <td>Military-band radio with earpiece and throat microphone</td> <td></td> </tr> <tr> <td>Multitool</td> <td></td> </tr> <tr> <td>Compass</td> <td></td> </tr> </table>	Tactical body armor - Armour Rating 5	Field dressing	Kevlar helmet - Armour Rating +1	GPS	Dog tags		* 6 carbine magazines		* 2 pistol magazines		Flexible cuffs		Tactical light		Night vision goggles		Military-band radio with earpiece and throat microphone		Multitool		Compass
Tactical body armor - Armour Rating 5	Field dressing																					
Kevlar helmet - Armour Rating +1	GPS																					
Dog tags																						
* 6 carbine magazines																						
* 2 pistol magazines																						
Flexible cuffs																						
Tactical light																						
Night vision goggles																						
Military-band radio with earpiece and throat microphone																						
Multitool																						
Compass																						

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	80%		1D4-1				
(b) Assault Carbine	60%	100m	1D12 †	3	10%		30
(c) Medium Pistol	60%	15m	1D10				15
(d) Hand Grenade	60%	20m			15%	10m	2
(e) Smoke Grenade	60%	20m					2
(f) Flash-bang...	80%	20m	§			10m	2
(g) Combat Knife	70%		1D6	3			

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY															
		<table border="1" style="width:100%; border-collapse: collapse; font-size: x-small;"> <thead> <tr> <th style="width: 50%;">19. SPECIAL TRAINING</th> <th style="width: 50%;">SKILL OR STAT USED</th> </tr> </thead> <tbody> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> </tbody> </table>	19. SPECIAL TRAINING	SKILL OR STAT USED													
19. SPECIAL TRAINING	SKILL OR STAT USED																

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
-------------------------	---------------------

* In chest rig
 † With holographic sight, targeting laser, & sound suppressor - +20% bonus to hit as long as shooter has taken no

damage since last action
 † Use Lethality rating if firing bursts
 § Victim -40%

THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL THATCHER, Trenton		2. PROFESSION (RANK IF APPLICABLE) Special Operator		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Fig Garden Villa, CA		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 50 (DEC 1)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	11	55	
	Constitution (CON)	11	55	
	Dexterity (DEX)	12	60	
	Intelligence (INT)	13	65	Cunning
	Power (POW)	13	65	Forbearing
	Charisma (CHA)	12	60	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		11	
	Willpower Points (WP)		13	
Sanity Points (SAN)		65		
Breaking Point (BP)		52		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		12
		12
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	60	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)	50	<input type="checkbox"/> SIGINT (0%)	20
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	50
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	20
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	50
	<input type="checkbox"/> Athletics (30%)	60	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	50
	<input type="checkbox"/> Bureaucracy (10%)	10	<input type="checkbox"/> Melee Weapons (30%)	50	<input type="checkbox"/> Unarmed Combat (40%)	60
	<input type="checkbox"/> Computer Science (0%)	20	<input type="checkbox"/> Military Science (0%) Land	60	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	70	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	30	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)	40	<input type="checkbox"/> Persuade (20%)	20	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	40			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	80	<input type="checkbox"/> Psychotherapy (10%)	30	<input type="checkbox"/>	

DB=0

Check a box when you attempt to use a skill and fail. After the session, add 1 to each checked skill and erase all checks.

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR																					
	<table style="width:100%; border: none;"> <tr> <td style="width: 50%;">Tactical body armor - Armour Rating 5</td> <td style="width: 50%;">Field dressing</td> </tr> <tr> <td>Kevlar helmet - Armour Rating +1</td> <td>GPS</td> </tr> <tr> <td>Dog tags</td> <td></td> </tr> <tr> <td>* 6 carbine magazines</td> <td></td> </tr> <tr> <td>* 2 pistol magazines</td> <td></td> </tr> <tr> <td>Flexible cuffs</td> <td></td> </tr> <tr> <td>Tactical light</td> <td></td> </tr> <tr> <td>Night vision goggles</td> <td></td> </tr> <tr> <td>Military-band radio with earpiece and throat microphone</td> <td></td> </tr> <tr> <td>Multitool</td> <td></td> </tr> <tr> <td>Compass</td> <td></td> </tr> </table>	Tactical body armor - Armour Rating 5	Field dressing	Kevlar helmet - Armour Rating +1	GPS	Dog tags		* 6 carbine magazines		* 2 pistol magazines		Flexible cuffs		Tactical light		Night vision goggles		Military-band radio with earpiece and throat microphone		Multitool		Compass
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Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	60%		1D4-1				
(b) Assault Carbine	80%	100m	1D12 †	3	10%		30
(c) Medium Pistol	80%	15m	1D10				15
(d) Hand Grenade	60%	20m			15%	10m	2
(e) Smoke Grenade	60%	20m					2
(f) Flash-bang...	80%	20m	§			10m	2
(g) Combat Knife	50%		1D6	3			

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY														
		<table border="1" style="width:100%; border-collapse: collapse; font-size: x-small;"> <thead> <tr> <th style="width: 50%;">19. SPECIAL TRAINING</th> <th style="width: 50%;">SKILL OR STAT USED</th> </tr> </thead> <tbody> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> </tbody> </table>	19. SPECIAL TRAINING	SKILL OR STAT USED												
19. SPECIAL TRAINING	SKILL OR STAT USED															

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
-------------------------	---------------------

* In chest rig damage since last action
 † With holographic sight, targeting laser, & sound suppressor - +20% bonus to hit as long as shooter has taken no † Use Lethality rating if firing bursts
 § Victim -40%

THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL LAREAU, Kristy		2. PROFESSION (RANK IF APPLICABLE) Special Operator		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Fredericktown, PA		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 45 (FEB 15)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	10	50	
	Constitution (CON)	15	75	Fit
	Dexterity (DEX)	10	50	
	Intelligence (INT)	12	60	
	Power (POW)	14	70	Stoic
	Charisma (CHA)	11	55	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		12	
	Willpower Points (WP)		14	
Sanity Points (SAN)		70		
Breaking Point (BP)		56		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		11
		11
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <i>adapted</i> Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <i>adapted</i>		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	30
	<input type="checkbox"/> Alertness (20%)	60	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)	50	<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	30	<input type="checkbox"/> Stealth (10%)	50
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	20
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	50
	<input type="checkbox"/> Athletics (30%)	60	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	70
	<input type="checkbox"/> Bureaucracy (10%)	10	<input type="checkbox"/> Melee Weapons (30%)	50	<input type="checkbox"/> Unarmed Combat (40%)	60
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%) Land	80	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	50	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)	40	<input type="checkbox"/> Persuade (20%)	20	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	50	<input type="checkbox"/> Pilot (0%):	20	<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	20			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	60	<input type="checkbox"/> Psychotherapy (10%)	30	<input type="checkbox"/>	

DB=0

Check a box when you attempt to use a skill and fail. After the session, add 1 to each checked skill and erase all checks.

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR																					
	<table style="width:100%; border:none;"> <tr> <td style="width:50%;">Tactical body armor - Armour Rating 5</td> <td style="width:50%;">Field dressing</td> </tr> <tr> <td>Kevlar helmet - Armour Rating +1</td> <td>GPS</td> </tr> <tr> <td>Dog tags</td> <td></td> </tr> <tr> <td>* 6 carbine magazines</td> <td></td> </tr> <tr> <td>* 2 pistol magazines</td> <td></td> </tr> <tr> <td>Flexible cuffs</td> <td></td> </tr> <tr> <td>Tactical light</td> <td></td> </tr> <tr> <td>Night vision goggles</td> <td></td> </tr> <tr> <td>Military-band radio with earpiece and throat microphone</td> <td></td> </tr> <tr> <td>Multitool</td> <td></td> </tr> <tr> <td>Compass</td> <td></td> </tr> </table>	Tactical body armor - Armour Rating 5	Field dressing	Kevlar helmet - Armour Rating +1	GPS	Dog tags		* 6 carbine magazines		* 2 pistol magazines		Flexible cuffs		Tactical light		Night vision goggles		Military-band radio with earpiece and throat microphone		Multitool		Compass
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Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	60%		1D4-1				
(b) Assault Carbine	60%	100m	1D12 †	3	10%		30 †
(c) Medium Pistol	60%	15m	1D10				15
(d) Hand Grenade	60%	20m			15%	10m	2
(e) Smoke Grenade	60%	20m					2
(f) Flash-bang...	80%	20m	§			10m	2
(g) Combat Knife	50%		1D6	3			

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY													
		<table border="1" style="width:100%; border-collapse: collapse; font-size: x-small;"> <tr> <th style="width:50%;">19. SPECIAL TRAINING</th> <th style="width:50%;">SKILL OR STAT USED</th> </tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> </table>	19. SPECIAL TRAINING	SKILL OR STAT USED											
19. SPECIAL TRAINING	SKILL OR STAT USED														

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
-------------------------	---------------------

* In chest rig
 † With holographic sight, targeting laser, & sound suppressor - +20% bonus to hit as long as shooter has taken no

damage since last action
 † Use Lethality rating if firing bursts
 § Victim -40%

THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL LABARGE, Scott		2. PROFESSION (RANK IF APPLICABLE) Special Operator		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Independence, MI		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 37 (DEC 13)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	10	50	
	Constitution (CON)	15	75	Resistant
	Dexterity (DEX)	12	60	
	Intelligence (INT)	11	55	
	Power (POW)	10	50	
	Charisma (CHA)	14	70	Charming
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		12	
	Willpower Points (WP)		10	
Sanity Points (SAN)		50		
Breaking Point (BP)		40		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		14
		14
	12. MOTIVATIONS AND MENTAL DISORDERS	
	13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE	
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	60	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	40
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)	50	<input type="checkbox"/> SIGINT (0%)	20
	<input type="checkbox"/> Art (0%):	20	<input type="checkbox"/> History (10%)	30	<input type="checkbox"/> Stealth (10%)	50
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	50
	<input type="checkbox"/> Athletics (30%)	60	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	70
	<input type="checkbox"/> Bureaucracy (10%)	10	<input type="checkbox"/> Melee Weapons (30%)	70	<input type="checkbox"/> Unarmed Combat (40%)	60
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%) Land	60	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	50	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	30	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)	40	<input type="checkbox"/> Persuade (20%)	20	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	50	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	20			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	60	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=0

Check a box when you attempt to use a skill and fail. After the session, add 1 to each checked skill and erase all checks.

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR	
	<table style="width:100%; border: none;"> <tr> <td style="width: 50%; border: none;">Tactical body armor - Armour Rating 5 Kevlar helmet - Armour Rating +1 Dog tags * 6 carbine magazines * 2 pistol magazines Flexible cuffs Tactical light Night vision goggles Military-band radio with earpiece and throat microphone Multitool Compass</td> <td style="width: 50%; border: none; vertical-align: top;">Field dressing GPS</td> </tr> </table>	Tactical body armor - Armour Rating 5 Kevlar helmet - Armour Rating +1 Dog tags * 6 carbine magazines * 2 pistol magazines Flexible cuffs Tactical light Night vision goggles Military-band radio with earpiece and throat microphone Multitool Compass
Tactical body armor - Armour Rating 5 Kevlar helmet - Armour Rating +1 Dog tags * 6 carbine magazines * 2 pistol magazines Flexible cuffs Tactical light Night vision goggles Military-band radio with earpiece and throat microphone Multitool Compass	Field dressing GPS	

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	60%		1D4-1				
(b) Assault Carbine	60%	100m	1D12 †	3	10%		30
(c) Medium Pistol	60%	15m	1D10				15
(d) Hand Grenade	60%	20m			15%	10m	2
(e) Smoke Grenade	60%	20m					2
(f) Flash-bang...	80%	20m	§			10m	2
(g) Combat Knife	70%		1D6	3			

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY													
		<table border="1" style="width:100%; border-collapse: collapse; font-size: x-small;"> <tr> <th style="width: 50%;">19. SPECIAL TRAINING</th> <th style="width: 50%;">SKILL OR STAT USED</th> </tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> </table>	19. SPECIAL TRAINING	SKILL OR STAT USED											
19. SPECIAL TRAINING	SKILL OR STAT USED														

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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* In chest rig
 † With holographic sight, targeting laser, & sound suppressor - +20% bonus to hit as long as shooter has taken no

damage since last action
 † Use Lethality rating if firing bursts
 § Victim -40%

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL BLOCK, Kristine		2. PROFESSION (RANK IF APPLICABLE) Special Operator		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Shady Point, OK		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 55 (NOV 15)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	10	50	
	Constitution (CON)	10	50	
	Dexterity (DEX)	14	70	Agile
	Intelligence (INT)	17	85	Genius
	Power (POW)	13	65	Unflinching
	Charisma (CHA)	8	40	Awkward
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		10	
	Willpower Points (WP)		13	
Sanity Points (SAN)		65		
Breaking Point (BP)		52		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		8
		8
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <i>adapted</i> Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <i>adapted</i>		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	30	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	80	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	20
	<input type="checkbox"/> Anthropology (0%)	20	<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)	50	<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	50
			<input type="checkbox"/> HUMINT (10%)	30	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	50
	<input type="checkbox"/> Athletics (30%)	60	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	50
	<input type="checkbox"/> Bureaucracy (10%)	10	<input type="checkbox"/> Melee Weapons (30%)	50	<input type="checkbox"/> Unarmed Combat (40%)	60
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%) Land	60	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	50	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	30	<input type="checkbox"/>	20
	<input type="checkbox"/> Demolitions (0%)	60	<input type="checkbox"/> Persuade (20%)	20	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	20			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	60	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=0

Check a box when you attempt to use a skill and fail. After the session, add 1 to each checked skill and erase all checks.

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Tactical body armor - Armour Rating 5				Field dressing			
	Kevlar helmet - Armour Rating +1				GPS			
	Dog tags							
	* 6 carbine magazines							
	* 2 pistol magazines							
	Flexible cuffs							
	Tactical light							
	Night vision goggles							
	Military-band radio with earpiece and throat microphone							
Multitool								
Compass								
Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.								
16. WEAPONS								
	WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	60%		1D4-1				
	(b) Assault Carbine	60%	100m	1D12 †	3	10%		30 †
	(c) Medium Pistol	60%	15m	1D10				15
	(d) Hand Grenade	60%	20m			15%	10m	2
	(e) Smoke Grenade	60%	20m					2
	(f) Flash-bang...	80%	20m	§			10m	2
	(g) Combat Knife	50%		1D6	3			

REMARKS	17. PERSONAL DETAILS AND NOTES		18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY	
			19. SPECIAL TRAINING	SKILL OR STAT USED

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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* In chest rig
 † With holographic sight, targeting laser, & sound suppressor - +20% bonus to hit as long as shooter has taken no damage since last action
 ‡ Use Lethality rating if firing bursts
 § Victim -40%

THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL HILLARD, Rafael		2. PROFESSION (RANK IF APPLICABLE) Special Operator		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Seneca, MO		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 35 (DEC 21)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	9	45	
	Constitution (CON)	9	45	
	Dexterity (DEX)	13	65	Deft
	Intelligence (INT)	16	80	Canny
	Power (POW)	10	50	
	Charisma (CHA)	13	65	Prepossessing
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		9	
	Willpower Points (WP)		10	
Sanity Points (SAN)		50		
Breaking Point (BP)		40		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS		SCORE	
			13	
			13	
	12. MOTIVATIONS AND MENTAL DISORDERS			
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE				
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted				

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	60	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)	50	<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	50
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	70
	<input type="checkbox"/> Athletics (30%)	60	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	70
	<input type="checkbox"/> Bureaucracy (10%)	10	<input type="checkbox"/> Melee Weapons (30%)	50	<input type="checkbox"/> Unarmed Combat (40%)	60
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%) Land	80	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	50	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)	60	<input type="checkbox"/> Persuade (20%)	20	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	30	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):	20	<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	40			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	80	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=0

Check a box when you attempt to use a skill and fail. After the session, add 1 to each checked skill and erase all checks.

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR	
	<table style="width:100%; border: none;"> <tr> <td style="width: 50%; border: none;">Tactical body armor - Armour Rating 5 Kevlar helmet - Armour Rating +1 Dog tags * 6 carbine magazines * 2 pistol magazines Flexible cuffs Tactical light Night vision goggles Military-band radio with earpiece and throat microphone Multitool Compass</td> <td style="width: 50%; border: none; vertical-align: top;">Field dressing GPS</td> </tr> </table>	Tactical body armor - Armour Rating 5 Kevlar helmet - Armour Rating +1 Dog tags * 6 carbine magazines * 2 pistol magazines Flexible cuffs Tactical light Night vision goggles Military-band radio with earpiece and throat microphone Multitool Compass
Tactical body armor - Armour Rating 5 Kevlar helmet - Armour Rating +1 Dog tags * 6 carbine magazines * 2 pistol magazines Flexible cuffs Tactical light Night vision goggles Military-band radio with earpiece and throat microphone Multitool Compass	Field dressing GPS	

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	60%		1D4-1				
(b) Assault Carbine	80%	100m	1D12 †	3	10%		30
(c) Medium Pistol	80%	15m	1D10				15
(d) Hand Grenade	60%	20m			15%	10m	2
(e) Smoke Grenade	60%	20m					2
(f) Flash-bang...	80%	20m	§			10m	2
(g) Combat Knife	50%		1D6	3			

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY													
		<table border="1" style="width:100%; border-collapse: collapse; font-size: x-small;"> <thead> <tr> <th style="width: 60%;">19. SPECIAL TRAINING</th> <th style="width: 40%;">SKILL OR STAT USED</th> </tr> </thead> <tbody> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> </tbody> </table>	19. SPECIAL TRAINING	SKILL OR STAT USED											
19. SPECIAL TRAINING	SKILL OR STAT USED														

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL HOLTHAUS, Chantelle		2. PROFESSION (RANK IF APPLICABLE) Special Operator		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Foxworth, MS		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 54 (APR 22)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	12	60	
	Constitution (CON)	12	60	
	Dexterity (DEX)	13	65	Slick
	Intelligence (INT)	13	65	Ingenious
	Power (POW)	11	55	
	Charisma (CHA)	11	55	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		12	
	Willpower Points (WP)		11	
Sanity Points (SAN)		55		
Breaking Point (BP)		44		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		11
		11
12. MOTIVATIONS AND MENTAL DISORDERS		
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	60	<input type="checkbox"/> Forensics (0%)	20	<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)	50	<input type="checkbox"/> SIGINT (0%)	20
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	50
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	70
	<input type="checkbox"/> Athletics (30%)	80	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	70
	<input type="checkbox"/> Bureaucracy (10%)	10	<input type="checkbox"/> Melee Weapons (30%)	70	<input type="checkbox"/> Unarmed Combat (40%)	60
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%) Land	60	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	50	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	30	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)	40	<input type="checkbox"/> Persuade (20%)	20	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	20			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	60	<input type="checkbox"/> Psychotherapy (10%)	30	<input type="checkbox"/>	

DB=0

Check a box when you attempt to use a skill and fail. After the session, add 1 to each checked skill and erase all checks.

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Tactical body armor - Armour Rating 5				Field dressing			
	Kevlar helmet - Armour Rating +1				GPS			
	Dog tags							
	* 6 carbine magazines							
	* 2 pistol magazines							
	Flexible cuffs							
	Tactical light							
	Night vision goggles							
	Military-band radio with earpiece and throat microphone							
Multitool								
Compass								
Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.								
16. WEAPONS								
	WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	60%		1D4-1				
	(b) Assault Carbine	60%	100m	1D12 †	3	10%		30 †
	(c) Medium Pistol	60%	15m	1D10				15
	(d) Hand Grenade	80%	20m			15%	10m	2
	(e) Smoke Grenade	80%	20m					2
	(f) Flash-bang...	100%	20m	§			10m	2
	(g) Combat Knife	70%		1D6	3			

REMARKS	17. PERSONAL DETAILS AND NOTES				18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY			
					19. SPECIAL TRAINING		SKILL OR STAT USED	

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
-------------------------	---------------------

* In chest rig
 † With holographic sight, targeting laser, & sound suppressor - +20% bonus to hit as long as shooter has taken no

damage since last action
 † Use Lethality rating if firing bursts
 § Victim -40%

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL LUNDE, Cleveland		2. PROFESSION (RANK IF APPLICABLE) Special Operator		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Covina, CA		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 50 (JUL 21)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	13	65	Tough
	Constitution (CON)	12	60	
	Dexterity (DEX)	11	55	
	Intelligence (INT)	13	65	Ingenious
	Power (POW)	11	55	
	Charisma (CHA)	12	60	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		12	
	Willpower Points (WP)		11	
Sanity Points (SAN)		55		
Breaking Point (BP)		44		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		12
		12
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	30
	<input type="checkbox"/> Alertness (20%)	80	<input type="checkbox"/> Forensics (0%)	20	<input type="checkbox"/> Science (0%):	20
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)	50	<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	50
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)	20	<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	50
	<input type="checkbox"/> Athletics (30%)	60	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	50
	<input type="checkbox"/> Bureaucracy (10%)	10	<input type="checkbox"/> Melee Weapons (30%)	50	<input type="checkbox"/> Unarmed Combat (40%)	60
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%) Land	60	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	50	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	30	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)	40	<input type="checkbox"/> Persuade (20%)	20	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	30	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	20			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	80	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=1

Check a box when you attempt to use a skill and fail. After the session, add 1 to each checked skill and erase all checks.

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR																					
	<table style="width:100%; border:none;"> <tr> <td style="width:50%;">Tactical body armor - Armour Rating 5</td> <td style="width:50%;">Field dressing</td> </tr> <tr> <td>Kevlar helmet - Armour Rating +1</td> <td>GPS</td> </tr> <tr> <td>Dog tags</td> <td></td> </tr> <tr> <td>* 6 carbine magazines</td> <td></td> </tr> <tr> <td>* 2 pistol magazines</td> <td></td> </tr> <tr> <td>Flexible cuffs</td> <td></td> </tr> <tr> <td>Tactical light</td> <td></td> </tr> <tr> <td>Night vision goggles</td> <td></td> </tr> <tr> <td>Military-band radio with earpiece and throat microphone</td> <td></td> </tr> <tr> <td>Multitool</td> <td></td> </tr> <tr> <td>Compass</td> <td></td> </tr> </table>	Tactical body armor - Armour Rating 5	Field dressing	Kevlar helmet - Armour Rating +1	GPS	Dog tags		* 6 carbine magazines		* 2 pistol magazines		Flexible cuffs		Tactical light		Night vision goggles		Military-band radio with earpiece and throat microphone		Multitool		Compass
Tactical body armor - Armour Rating 5	Field dressing																					
Kevlar helmet - Armour Rating +1	GPS																					
Dog tags																						
* 6 carbine magazines																						
* 2 pistol magazines																						
Flexible cuffs																						
Tactical light																						
Night vision goggles																						
Military-band radio with earpiece and throat microphone																						
Multitool																						
Compass																						

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	60%		1D4				
(b) Assault Carbine	80%	100m	1D12 †	3	10%		30 †
(c) Medium Pistol	80%	15m	1D10				15
(d) Hand Grenade	60%	20m			15%	10m	2
(e) Smoke Grenade	60%	20m					2
(f) Flash-bang...	80%	20m	§			10m	2
(g) Combat Knife	50%		1D6+1	3			

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY																
		<table border="1" style="width:100%; border-collapse: collapse; font-size: x-small;"> <thead> <tr> <th style="width:50%;">19. SPECIAL TRAINING</th> <th style="width:50%;">SKILL OR STAT USED</th> </tr> </thead> <tbody> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> </tbody> </table>	19. SPECIAL TRAINING	SKILL OR STAT USED														
19. SPECIAL TRAINING	SKILL OR STAT USED																	

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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* In chest rig
 † With holographic sight, targeting laser, & sound suppressor - +20% bonus to hit as long as shooter has taken no

damage since last action
 † Use Lethality rating if firing bursts
 § Victim -40%

THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL PREISS, Dayna		2. PROFESSION (RANK IF APPLICABLE) Special Operator		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Luzerne, MI		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 38 (AUG 25)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES	PSYCHOLOGICAL DATA	11. BONDS	SCORE	
	Strength (STR)	17	85	Strapping			14	
	Constitution (CON)	7	35	Unwell			14	
	Dexterity (DEX)	14	70	Agile				
	Intelligence (INT)	10	50					
	Power (POW)	9	45					
	Charisma (CHA)	14	70	Prepossessing				
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT		12. MOTIVATIONS AND MENTAL DISORDERS		
	Hit Points (HP)		12					
	Willpower Points (WP)		9					
Sanity Points (SAN)		45						
Breaking Point (BP)		36						
10. PHYSICAL DESCRIPTION				13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE				
				Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted				

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	60	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)	50	<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):	20	<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	50
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	20
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)	20	<input type="checkbox"/> Survival (10%)	50
	<input type="checkbox"/> Athletics (30%)	60	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	50
	<input type="checkbox"/> Bureaucracy (10%)	10	<input type="checkbox"/> Melee Weapons (30%)	50	<input type="checkbox"/> Unarmed Combat (40%)	60
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%) Land	80	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):	20	<input type="checkbox"/> Navigate (10%)	50	Foreign Languages and Other Skills:	
			<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Persuade (20%)	40	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)	60	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	50			<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	20			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	60	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=2

Check a box when you attempt to use a skill and fail. After the session, add 1 to each checked skill and erase all checks.

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR																					
	<table style="width: 100%; border: none;"> <tr> <td style="width: 50%;">Tactical body armor - Armour Rating 5</td> <td style="width: 50%;">Field dressing</td> </tr> <tr> <td>Kevlar helmet - Armour Rating +1</td> <td>GPS</td> </tr> <tr> <td>Dog tags</td> <td></td> </tr> <tr> <td>* 6 carbine magazines</td> <td></td> </tr> <tr> <td>* 2 pistol magazines</td> <td></td> </tr> <tr> <td>Flexible cuffs</td> <td></td> </tr> <tr> <td>Tactical light</td> <td></td> </tr> <tr> <td>Night vision goggles</td> <td></td> </tr> <tr> <td>Military-band radio with earpiece and throat microphone</td> <td></td> </tr> <tr> <td>Multitool</td> <td></td> </tr> <tr> <td>Compass</td> <td></td> </tr> </table>	Tactical body armor - Armour Rating 5	Field dressing	Kevlar helmet - Armour Rating +1	GPS	Dog tags		* 6 carbine magazines		* 2 pistol magazines		Flexible cuffs		Tactical light		Night vision goggles		Military-band radio with earpiece and throat microphone		Multitool		Compass
Tactical body armor - Armour Rating 5	Field dressing																					
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* 6 carbine magazines																						
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Flexible cuffs																						
Tactical light																						
Night vision goggles																						
Military-band radio with earpiece and throat microphone																						
Multitool																						
Compass																						

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	60%		1D4+1				
(b) Assault Carbine	60%	100m	1D12 †	3	10%		30
(c) Medium Pistol	60%	15m	1D10				15
(d) Hand Grenade	60%	20m			15%	10m	2
(e) Smoke Grenade	60%	20m					2
(f) Flash-bang...	80%	20m	§			10m	2
(g) Combat Knife	50%		1D6+2	3			

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY													
		<table border="1" style="width: 100%; border-collapse: collapse;"> <tr> <th style="width: 50%;">19. SPECIAL TRAINING</th> <th style="width: 50%;">SKILL OR STAT USED</th> </tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> </table>	19. SPECIAL TRAINING	SKILL OR STAT USED											
19. SPECIAL TRAINING	SKILL OR STAT USED														

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
-------------------------	---------------------

* In chest rig
 † With holographic sight, targeting laser, & sound suppressor - +20% bonus to hit as long as shooter has taken no damage since last action
 ‡ Use Lethality rating if firing bursts
 § Victim -40%

THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL SHAVERS, Ryan		2. PROFESSION (RANK IF APPLICABLE) Special Operator		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Bushnell, FL		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 27 (OCT 23)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	13	65	Brawny
	Constitution (CON)	5	25	Frail
	Dexterity (DEX)	16	80	Slick
	Intelligence (INT)	12	60	
	Power (POW)	13	65	Forbearing
	Charisma (CHA)	13	65	Charming
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		9	
	Willpower Points (WP)		13	
Sanity Points (SAN)		65		
Breaking Point (BP)		52		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		13
		13
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	60	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	40
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)	50	<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):	20	<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	50
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	50
	<input type="checkbox"/> Athletics (30%)	60	<input type="checkbox"/> Medicine (0%)	20	<input type="checkbox"/> Swim (20%)	50
	<input type="checkbox"/> Bureaucracy (10%)	30	<input type="checkbox"/> Melee Weapons (30%)	50	<input type="checkbox"/> Unarmed Combat (40%)	80
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%) Land	60	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	50	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	20
	<input type="checkbox"/> Demolitions (0%)	40	<input type="checkbox"/> Persuade (20%)	20	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	40			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	60	<input type="checkbox"/> Psychotherapy (10%)	30	<input type="checkbox"/>	

DB=1

Check a box when you attempt to use a skill and fail. After the session, add 1 to each checked skill and erase all checks.

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR	
	<table style="width:100%; border: none;"> <tr> <td style="width: 50%; border: none;">Tactical body armor - Armour Rating 5 Kevlar helmet - Armour Rating +1 Dog tags * 6 carbine magazines * 2 pistol magazines Flexible cuffs Tactical light Night vision goggles Military-band radio with earpiece and throat microphone Multitool Compass</td> <td style="width: 50%; border: none; vertical-align: top;">Field dressing GPS</td> </tr> </table>	Tactical body armor - Armour Rating 5 Kevlar helmet - Armour Rating +1 Dog tags * 6 carbine magazines * 2 pistol magazines Flexible cuffs Tactical light Night vision goggles Military-band radio with earpiece and throat microphone Multitool Compass
Tactical body armor - Armour Rating 5 Kevlar helmet - Armour Rating +1 Dog tags * 6 carbine magazines * 2 pistol magazines Flexible cuffs Tactical light Night vision goggles Military-band radio with earpiece and throat microphone Multitool Compass	Field dressing GPS	

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	80%		1D4				
(b) Assault Carbine	60%	100m	1D12 †	3	10%		30
(c) Medium Pistol	60%	15m	1D10				15
(d) Hand Grenade	60%	20m			15%	10m	2
(e) Smoke Grenade	60%	20m					2
(f) Flash-bang...	80%	20m	§			10m	2
(g) Combat Knife	50%		1D6+1	3			

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY													
		<table border="1" style="width:100%; border-collapse: collapse;"> <tr> <th style="width: 50%;">19. SPECIAL TRAINING</th> <th style="width: 50%;">SKILL OR STAT USED</th> </tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> </table>	19. SPECIAL TRAINING	SKILL OR STAT USED											
19. SPECIAL TRAINING	SKILL OR STAT USED														

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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* In chest rig damage since last action
† With holographic sight, targeting laser, & sound suppressor - +20% bonus to hit as long as shooter has taken no
‡ Use Lethality rating if firing bursts
§ Victim -40%

THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL GAUDETTE, Eliza		2. PROFESSION (RANK IF APPLICABLE) Special Operator		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Jenner, CA		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 52 (JAN 21)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	12	60	
	Constitution (CON)	18	90	Indefatigable
	Dexterity (DEX)	12	60	
	Intelligence (INT)	16	80	Quick witted
	Power (POW)	7	35	Pessimistic
	Charisma (CHA)	13	65	Approachable
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		15	
	Willpower Points (WP)		7	
Sanity Points (SAN)		35		
Breaking Point (BP)		28		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		13
		13
12. MOTIVATIONS AND MENTAL DISORDERS		
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	80	<input type="checkbox"/> Forensics (0%)	20	<input type="checkbox"/> Science (0%):	20
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)	50	<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	50
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)	20	<input type="checkbox"/> Survival (10%)	50
	<input type="checkbox"/> Athletics (30%)	60	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	50
	<input type="checkbox"/> Bureaucracy (10%)	10	<input type="checkbox"/> Melee Weapons (30%)	70	<input type="checkbox"/> Unarmed Combat (40%)	60
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%) Land	60	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	50	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	30	<input type="checkbox"/> Occult (10%)	30	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)	40	<input type="checkbox"/> Persuade (20%)	20	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	40			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	60	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=0

Check a box when you attempt to use a skill and fail. After the session, add 1 to each checked skill and erase all checks.

THIS IS A WORK OF FICTION

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR																					
	<table style="width:100%; border:none;"> <tr> <td style="width:50%;">Tactical body armor - Armour Rating 5</td> <td style="width:50%;">Field dressing</td> </tr> <tr> <td>Kevlar helmet - Armour Rating +1</td> <td>GPS</td> </tr> <tr> <td>Dog tags</td> <td></td> </tr> <tr> <td>* 6 carbine magazines</td> <td></td> </tr> <tr> <td>* 2 pistol magazines</td> <td></td> </tr> <tr> <td>Flexible cuffs</td> <td></td> </tr> <tr> <td>Tactical light</td> <td></td> </tr> <tr> <td>Night vision goggles</td> <td></td> </tr> <tr> <td>Military-band radio with earpiece and throat microphone</td> <td></td> </tr> <tr> <td>Multitool</td> <td></td> </tr> <tr> <td>Compass</td> <td></td> </tr> </table>	Tactical body armor - Armour Rating 5	Field dressing	Kevlar helmet - Armour Rating +1	GPS	Dog tags		* 6 carbine magazines		* 2 pistol magazines		Flexible cuffs		Tactical light		Night vision goggles		Military-band radio with earpiece and throat microphone		Multitool		Compass
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Night vision goggles																						
Military-band radio with earpiece and throat microphone																						
Multitool																						
Compass																						

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	60%		1D4-1				
(b) Assault Carbine	60%	100m	1D12 †	3	10%		30
(c) Medium Pistol	60%	15m	1D10				15
(d) Hand Grenade	60%	20m			15%	10m	2
(e) Smoke Grenade	60%	20m					2
(f) Flash-bang...	80%	20m	§			10m	2
(g) Combat Knife	70%		1D6	3			

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY													
		<table border="1" style="width:100%; border-collapse: collapse;"> <tr> <th style="width:50%;">19. SPECIAL TRAINING</th> <th style="width:50%;">SKILL OR STAT USED</th> </tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> </table>	19. SPECIAL TRAINING	SKILL OR STAT USED											
19. SPECIAL TRAINING	SKILL OR STAT USED														

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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* In chest rig damage since last action
† With holographic sight, targeting laser, & sound suppressor - +20% bonus to hit as long as shooter has taken no † Use Lethality rating if firing bursts
§ Victim -40%

THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL DEASON, Nicolas		2. PROFESSION (RANK IF APPLICABLE) Special Operator		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Jessup, PA		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 53 (MAY 14)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	14	70	Muscular
	Constitution (CON)	10	50	
	Dexterity (DEX)	10	50	
	Intelligence (INT)	17	85	Brilliant
	Power (POW)	13	65	Forbearing
	Charisma (CHA)	8	40	Shy
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		12	
	Willpower Points (WP)		13	
Sanity Points (SAN)		65		
Breaking Point (BP)		52		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		8
		8
12. MOTIVATIONS AND MENTAL DISORDERS		
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	60	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	30	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)	50	<input type="checkbox"/> SIGINT (0%)	20
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	70
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	20
	<input type="checkbox"/> Artillery (0%)	20	<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	50
	<input type="checkbox"/> Athletics (30%)	60	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	50
	<input type="checkbox"/> Bureaucracy (10%)	10	<input type="checkbox"/> Melee Weapons (30%)	50	<input type="checkbox"/> Unarmed Combat (40%)	60
	<input type="checkbox"/> Computer Science (0%)	20	<input type="checkbox"/> Military Science (0%) Land	60	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	50	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)	40	<input type="checkbox"/> Persuade (20%)	40	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)	20	<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	20			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	60	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=1

Check a box when you attempt to use a skill and fail. After the session, add 1 to each checked skill and erase all checks.

THIS IS A WORK OF FICTION

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR	
	<table style="width:100%; border: none;"> <tr> <td style="width: 50%; border: none;">Tactical body armor - Armour Rating 5 Kevlar helmet - Armour Rating +1 Dog tags * 6 carbine magazines * 2 pistol magazines Flexible cuffs Tactical light Night vision goggles Military-band radio with earpiece and throat microphone Multitool Compass</td> <td style="width: 50%; border: none; vertical-align: top;">Field dressing GPS</td> </tr> </table>	Tactical body armor - Armour Rating 5 Kevlar helmet - Armour Rating +1 Dog tags * 6 carbine magazines * 2 pistol magazines Flexible cuffs Tactical light Night vision goggles Military-band radio with earpiece and throat microphone Multitool Compass
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Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	60%		1D4				
(b) Assault Carbine	60%	100m	1D12 †	3	10%		30
(c) Medium Pistol	60%	15m	1D10				15
(d) Hand Grenade	60%	20m			15%	10m	2
(e) Smoke Grenade	60%	20m					2
(f) Flash-bang...	80%	20m	§			10m	2
(g) Combat Knife	50%		1D6+1	3			

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY													
		<table border="1" style="width:100%; border-collapse: collapse;"> <tr> <th style="width: 50%;">19. SPECIAL TRAINING</th> <th style="width: 50%;">SKILL OR STAT USED</th> </tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> </table>	19. SPECIAL TRAINING	SKILL OR STAT USED											
19. SPECIAL TRAINING	SKILL OR STAT USED														

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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* In chest rig
 † With holographic sight, targeting laser, & sound suppressor - +20% bonus to hit as long as shooter has taken no damage since last action
 ‡ Use Lethality rating if firing bursts
 § Victim -40%

THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL JALBERT, Kerrie		2. PROFESSION (RANK IF APPLICABLE) Special Operator		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Burchard, NE		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 33 (MAY 8)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES	PSYCHOLOGICAL DATA	11. BONDS	SCORE	
	Strength (STR)	13	65	Powerful			11	
	Constitution (CON)	12	60				11	
	Dexterity (DEX)	12	60					
	Intelligence (INT)	13	65	Ingenious				
	Power (POW)	11	55					
	Charisma (CHA)	11	55					
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT		12. MOTIVATIONS AND MENTAL DISORDERS		
	Hit Points (HP)		12					
	Willpower Points (WP)		11					
Sanity Points (SAN)		55						
Breaking Point (BP)		44						
10. PHYSICAL DESCRIPTION					13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE			
					Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <i>adapted</i> Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <i>adapted</i>			

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	60	<input type="checkbox"/> Forensics (0%)	20	<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	30	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)	50	<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	50
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)	20	<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	50
	<input type="checkbox"/> Athletics (30%)	80	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	50
	<input type="checkbox"/> Bureaucracy (10%)	30	<input type="checkbox"/> Melee Weapons (30%)	50	<input type="checkbox"/> Unarmed Combat (40%)	60
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%) Land	60	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):	20	<input type="checkbox"/> Navigate (10%)	50	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	30	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)	40	<input type="checkbox"/> Persuade (20%)	20	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)	20	<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	20			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	60	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

Check a box when you attempt to use a skill and fail. After the session, add 1 to each checked skill and erase all checks.

DB=1

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR																					
	<table style="width: 100%; border: none;"> <tr> <td style="width: 50%;">Tactical body armor - Armour Rating 5</td> <td style="width: 50%;">Field dressing</td> </tr> <tr> <td>Kevlar helmet - Armour Rating +1</td> <td>GPS</td> </tr> <tr> <td>Dog tags</td> <td></td> </tr> <tr> <td>* 6 carbine magazines</td> <td></td> </tr> <tr> <td>* 2 pistol magazines</td> <td></td> </tr> <tr> <td>Flexible cuffs</td> <td></td> </tr> <tr> <td>Tactical light</td> <td></td> </tr> <tr> <td>Night vision goggles</td> <td></td> </tr> <tr> <td>Military-band radio with earpiece and throat microphone</td> <td></td> </tr> <tr> <td>Multitool</td> <td></td> </tr> <tr> <td>Compass</td> <td></td> </tr> </table>	Tactical body armor - Armour Rating 5	Field dressing	Kevlar helmet - Armour Rating +1	GPS	Dog tags		* 6 carbine magazines		* 2 pistol magazines		Flexible cuffs		Tactical light		Night vision goggles		Military-band radio with earpiece and throat microphone		Multitool		Compass
Tactical body armor - Armour Rating 5	Field dressing																					
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Multitool																						
Compass																						

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	60%		1D4				
(b) Assault Carbine	60%	100m	1D12 †	3	10%		30
(c) Medium Pistol	60%	15m	1D10				15
(d) Hand Grenade	80%	20m			15%	10m	2
(e) Smoke Grenade	80%	20m					2
(f) Flash-bang...	100%	20m	§			10m	2
(g) Combat Knife	50%		1D6+1	3			

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY													
		<table border="1" style="width: 100%; border-collapse: collapse;"> <tr> <th style="width: 50%;">19. SPECIAL TRAINING</th> <th style="width: 50%;">SKILL OR STAT USED</th> </tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> </table>	19. SPECIAL TRAINING	SKILL OR STAT USED											
19. SPECIAL TRAINING	SKILL OR STAT USED														

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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* In chest rig
 † With holographic sight, targeting laser, & sound suppressor - +20% bonus to hit as long as shooter has taken no damage since last action
 ‡ Use Lethality rating if firing bursts
 § Victim -40%

THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL POPOVICH, Archie		2. PROFESSION (RANK IF APPLICABLE) Special Operator		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) East Nassau, NY		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 52 (JAN 5)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	13	65	Powerful
	Constitution (CON)	12	60	
	Dexterity (DEX)	11	55	
	Intelligence (INT)	13	65	Sharp
	Power (POW)	12	60	
	Charisma (CHA)	11	55	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		12	
	Willpower Points (WP)		12	
Sanity Points (SAN)		60		
Breaking Point (BP)		48		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		11
		11
12. MOTIVATIONS AND MENTAL DISORDERS		
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	80	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	20
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)	50	<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	30	<input type="checkbox"/> Stealth (10%)	50
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)	20	<input type="checkbox"/> Survival (10%)	50
	<input type="checkbox"/> Athletics (30%)	60	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	50
	<input type="checkbox"/> Bureaucracy (10%)	30	<input type="checkbox"/> Melee Weapons (30%)	50	<input type="checkbox"/> Unarmed Combat (40%)	60
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%) Land	60	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	70	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)	40	<input type="checkbox"/> Persuade (20%)	40	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	20			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	80	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=1

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INJURIES	14. WOUNDS AND AILMENTS
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16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	60%		1D4				
(b) Assault Carbine	80%	100m	1D12 †	3	10%		30 †
(c) Medium Pistol	80%	15m	1D10				15
(d) Hand Grenade	60%	20m			15%	10m	2
(e) Smoke Grenade	60%	20m					2
(f) Flash-bang...	80%	20m	§			10m	2
(g) Combat Knife	50%		1D6+1	3			

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY														
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Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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* In chest rig
 † With holographic sight, targeting laser, & sound suppressor - +20% bonus to hit as long as shooter has taken no

damage since last action
 † Use Lethality rating if firing bursts
 § Victim -40%

THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL DAMICO, Keely		2. PROFESSION (RANK IF APPLICABLE) Special Operator		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) West Tremont, ME		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 25 (MAR 18)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	14	70	Muscular
	Constitution (CON)	10	50	
	Dexterity (DEX)	13	65	Quick footed
	Intelligence (INT)	10	50	
	Power (POW)	17	85	Indomitable
	Charisma (CHA)	8	40	Self conscious
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		12	
	Willpower Points (WP)		17	
Sanity Points (SAN)		85		
Breaking Point (BP)		68		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		8
		8
12. MOTIVATIONS AND MENTAL DISORDERS		
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	30
	<input type="checkbox"/> Alertness (20%)	80	<input type="checkbox"/> Forensics (0%)	20	<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)	70	<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	50
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	50
	<input type="checkbox"/> Athletics (30%)	80	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	50
	<input type="checkbox"/> Bureaucracy (10%)	30	<input type="checkbox"/> Melee Weapons (30%)	50	<input type="checkbox"/> Unarmed Combat (40%)	60
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%) Land	60	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	50	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)	40	<input type="checkbox"/> Persuade (20%)	20	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	30	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	40			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	60	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=1

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INJURIES	14. WOUNDS AND AILMENTS
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16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
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(b) Assault Carbine	60%	100m	1D12 †	3	10%		30 †
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19. SPECIAL TRAINING	SKILL OR STAT USED															

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
-------------------------	---------------------

* In chest rig damage since last action
 † With holographic sight, targeting laser, & sound suppressor - +20% bonus to hit as long as shooter has taken no † Use Lethality rating if firing bursts
 § Victim -40%

THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL CASTO, Elton		2. PROFESSION (RANK IF APPLICABLE) Special Operator		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Kansas City, MO		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 38 (JUL 15)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	13	65	Powerful
	Constitution (CON)	8	40	Delicate
	Dexterity (DEX)	17	85	Quick
	Intelligence (INT)	10	50	
	Power (POW)	10	50	
	Charisma (CHA)	14	70	Friendly
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		10	
	Willpower Points (WP)		10	
Sanity Points (SAN)		50		
Breaking Point (BP)		40		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		14
		14
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	80	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)	50	<input type="checkbox"/> SIGINT (0%)	20
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	70
			<input type="checkbox"/> HUMINT (10%)	30	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)	20	<input type="checkbox"/> Survival (10%)	50
	<input type="checkbox"/> Athletics (30%)	60	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	50
	<input type="checkbox"/> Bureaucracy (10%)	30	<input type="checkbox"/> Melee Weapons (30%)	50	<input type="checkbox"/> Unarmed Combat (40%)	60
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%) Land	60	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	50	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)	40	<input type="checkbox"/> Persuade (20%)	40	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):	20	<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	20			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	60	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=1

Check a box when you attempt to use a skill and fail. After the session, add 1 to each checked skill and erase all checks.

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR																					
	<table style="width:100%; border: none;"> <tr> <td style="width: 50%;">Tactical body armor - Armour Rating 5</td> <td style="width: 50%;">Field dressing</td> </tr> <tr> <td>Kevlar helmet - Armour Rating +1</td> <td>GPS</td> </tr> <tr> <td>Dog tags</td> <td></td> </tr> <tr> <td>* 6 carbine magazines</td> <td></td> </tr> <tr> <td>* 2 pistol magazines</td> <td></td> </tr> <tr> <td>Flexible cuffs</td> <td></td> </tr> <tr> <td>Tactical light</td> <td></td> </tr> <tr> <td>Night vision goggles</td> <td></td> </tr> <tr> <td>Military-band radio with earpiece and throat microphone</td> <td></td> </tr> <tr> <td>Multitool</td> <td></td> </tr> <tr> <td>Compass</td> <td></td> </tr> </table>	Tactical body armor - Armour Rating 5	Field dressing	Kevlar helmet - Armour Rating +1	GPS	Dog tags		* 6 carbine magazines		* 2 pistol magazines		Flexible cuffs		Tactical light		Night vision goggles		Military-band radio with earpiece and throat microphone		Multitool		Compass
Tactical body armor - Armour Rating 5	Field dressing																					
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Flexible cuffs																						
Tactical light																						
Night vision goggles																						
Military-band radio with earpiece and throat microphone																						
Multitool																						
Compass																						

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.								
16.	WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a)	Unarmed	60%		1D4				
(b)	Assault Carbine	60%	100m	1D12 †	3	10%		30 †
(c)	Medium Pistol	60%	15m	1D10				15
(d)	Hand Grenade	60%	20m			15%	10m	2
(e)	Smoke Grenade	60%	20m					2
(f)	Flash-bang...	80%	20m	§			10m	2
(g)	Combat Knife	50%		1D6+1	3			

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY													
	<table border="1" style="width:100%; border-collapse: collapse;"> <tr> <th style="width: 50%;">19. SPECIAL TRAINING</th> <th style="width: 50%;">SKILL OR STAT USED</th> </tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> </table>		19. SPECIAL TRAINING	SKILL OR STAT USED											
19. SPECIAL TRAINING	SKILL OR STAT USED														

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL BRICK, Cathy		2. PROFESSION (RANK IF APPLICABLE) Special Operator		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Whitesville, NY		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 43 (SEP 6)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES	PSYCHOLOGICAL DATA	11. BONDS	SCORE	
	Strength (STR)	17	85	Musclebound			6	
	Constitution (CON)	14	70	Resilient			6	
	Dexterity (DEX)	9	45					
	Intelligence (INT)	14	70	Perceptive				
	Power (POW)	15	75	Brave				
	Charisma (CHA)	6	30	Unfriendly				
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT		12. MOTIVATIONS AND MENTAL DISORDERS		
	Hit Points (HP)		16					
	Willpower Points (WP)		15					
Sanity Points (SAN)		75						
Breaking Point (BP)		60						
10. PHYSICAL DESCRIPTION					13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE			
					Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted			

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	80	<input type="checkbox"/> Forensics (0%)	20	<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)	50	<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	70
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	50
	<input type="checkbox"/> Athletics (30%)	60	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	50
	<input type="checkbox"/> Bureaucracy (10%)	10	<input type="checkbox"/> Melee Weapons (30%)	70	<input type="checkbox"/> Unarmed Combat (40%)	60
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%) Land	60	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	50	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	30	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)	60	<input type="checkbox"/> Persuade (20%)	40	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	30	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	20			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	60	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=2

Check a box when you attempt to use a skill and fail. After the session, add 1 to each checked skill and erase all checks.

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR	
	<table style="width:100%; border: none;"> <tr> <td style="width: 50%; border: none;">Tactical body armor - Armour Rating 5 Kevlar helmet - Armour Rating +1 Dog tags * 6 carbine magazines * 2 pistol magazines Flexible cuffs Tactical light Night vision goggles Military-band radio with earpiece and throat microphone Multitool Compass</td> <td style="width: 50%; border: none; vertical-align: top;">Field dressing GPS</td> </tr> </table>	Tactical body armor - Armour Rating 5 Kevlar helmet - Armour Rating +1 Dog tags * 6 carbine magazines * 2 pistol magazines Flexible cuffs Tactical light Night vision goggles Military-band radio with earpiece and throat microphone Multitool Compass
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Body armor reduces the damage of all attacks except Called Shots and successful Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	60%		1D4+1				
(b) Assault Carbine	60%	100m	1D12 †	3	10%		30 †
(c) Medium Pistol	60%	15m	1D10				15
(d) Hand Grenade	60%	20m			15%	10m	2
(e) Smoke Grenade	60%	20m					2
(f) Flash-bang...	80%	20m	§			10m	2
(g) Combat Knife	70%		1D6+2	3			

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY														
		<table border="1" style="width:100%; border-collapse: collapse; font-size: x-small;"> <tr> <th style="width: 50%;">19. SPECIAL TRAINING</th> <th style="width: 50%;">SKILL OR STAT USED</th> </tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> </table>	19. SPECIAL TRAINING	SKILL OR STAT USED												
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20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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* In chest rig
 † With holographic sight, targeting laser, & sound suppressor - +20% bonus to hit as long as shooter has taken no

damage since last action
 † Use Lethality rating if firing bursts
 § Victim -40%

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL TELFORD, Pierre		2. PROFESSION (RANK IF APPLICABLE) Special Operator		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Sherwood, MI		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 44 (SEP 4)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	17	85	Huge
	Constitution (CON)	14	70	Robust
	Dexterity (DEX)	8	40	Graceless
	Intelligence (INT)	13	65	Crafty
	Power (POW)	10	50	
	Charisma (CHA)	10	50	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		16	
	Willpower Points (WP)		10	
Sanity Points (SAN)		50		
Breaking Point (BP)		40		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		10
		10
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <i>adapted</i> Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <i>adapted</i>		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	60	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)	20	<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)	50	<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	50
			<input type="checkbox"/> HUMINT (10%)	30	<input type="checkbox"/> Surgery (0%)	20
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	70
	<input type="checkbox"/> Athletics (30%)	60	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	50
	<input type="checkbox"/> Bureaucracy (10%)	10	<input type="checkbox"/> Melee Weapons (30%)	50	<input type="checkbox"/> Unarmed Combat (40%)	60
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%) Land	60	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	70	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	30	<input type="checkbox"/> Occult (10%)	30	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)	40	<input type="checkbox"/> Persuade (20%)	20	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	20			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	60	<input type="checkbox"/> Psychotherapy (10%)	30	<input type="checkbox"/>	

DB=2

Check a box when you attempt to use a skill and fail. After the session, add 1 to each checked skill and erase all checks.

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR																					
	<table style="width:100%; border: none;"> <tr> <td style="width: 50%;">Tactical body armor - Armour Rating 5</td> <td style="width: 50%;">Field dressing</td> </tr> <tr> <td>Kevlar helmet - Armour Rating +1</td> <td>GPS</td> </tr> <tr> <td>Dog tags</td> <td></td> </tr> <tr> <td>* 6 carbine magazines</td> <td></td> </tr> <tr> <td>* 2 pistol magazines</td> <td></td> </tr> <tr> <td>Flexible cuffs</td> <td></td> </tr> <tr> <td>Tactical light</td> <td></td> </tr> <tr> <td>Night vision goggles</td> <td></td> </tr> <tr> <td>Military-band radio with earpiece and throat microphone</td> <td></td> </tr> <tr> <td>Multitool</td> <td></td> </tr> <tr> <td>Compass</td> <td></td> </tr> </table>	Tactical body armor - Armour Rating 5	Field dressing	Kevlar helmet - Armour Rating +1	GPS	Dog tags		* 6 carbine magazines		* 2 pistol magazines		Flexible cuffs		Tactical light		Night vision goggles		Military-band radio with earpiece and throat microphone		Multitool		Compass
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Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	60%		1D4+1				
(b) Assault Carbine	60%	100m	1D12 †	3	10%		30
(c) Medium Pistol	60%	15m	1D10				15
(d) Hand Grenade	60%	20m			15%	10m	2
(e) Smoke Grenade	60%	20m					2
(f) Flash-bang...	80%	20m	§			10m	2
(g) Combat Knife	50%		1D6+2	3			

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY														
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* In chest rig
 † With holographic sight, targeting laser, & sound suppressor - +20% bonus to hit as long as shooter has taken no

damage since last action
 † Use Lethality rating if firing bursts
 § Victim -40%

THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL BUDA, Roberta		2. PROFESSION (RANK IF APPLICABLE) Special Operator		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Shady Hills, FL		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 31 (JAN 18)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	15	75	Powerful
	Constitution (CON)	14	70	Fit
	Dexterity (DEX)	11	55	
	Intelligence (INT)	10	50	
	Power (POW)	10	50	
	Charisma (CHA)	12	60	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		14	
	Willpower Points (WP)		10	
Sanity Points (SAN)		50		
Breaking Point (BP)		40		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		12
		12
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	60	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	20
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	30	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)	50	<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	50
			<input type="checkbox"/> HUMINT (10%)	30	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)	20	<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	50
	<input type="checkbox"/> Athletics (30%)	60	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	50
	<input type="checkbox"/> Bureaucracy (10%)	10	<input type="checkbox"/> Melee Weapons (30%)	50	<input type="checkbox"/> Unarmed Combat (40%)	60
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%) Land	60	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	70	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)	60	<input type="checkbox"/> Persuade (20%)	40	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	30	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	20			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	60	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=1

Check a box when you attempt to use a skill and fail. After the session, add 1 to each checked skill and erase all checks.

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR	
	<table style="width:100%; border: none;"> <tr> <td style="width: 50%; border: none;">Tactical body armor - Armour Rating 5 Kevlar helmet - Armour Rating +1 Dog tags * 6 carbine magazines * 2 pistol magazines Flexible cuffs Tactical light Night vision goggles Military-band radio with earpiece and throat microphone Multitool Compass</td> <td style="width: 50%; border: none; vertical-align: top;">Field dressing GPS</td> </tr> </table>	Tactical body armor - Armour Rating 5 Kevlar helmet - Armour Rating +1 Dog tags * 6 carbine magazines * 2 pistol magazines Flexible cuffs Tactical light Night vision goggles Military-band radio with earpiece and throat microphone Multitool Compass
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Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	60%		1D4				
(b) Assault Carbine	60%	100m	1D12 †	3	10%		30
(c) Medium Pistol	60%	15m	1D10				15
(d) Hand Grenade	60%	20m			15%	10m	2
(e) Smoke Grenade	60%	20m					2
(f) Flash-bang...	80%	20m	§			10m	2
(g) Combat Knife	50%		1D6+1	3			

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19. SPECIAL TRAINING	SKILL OR STAT USED														

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* In chest rig damage since last action
† With holographic sight, targeting laser, & sound suppressor - +20% bonus to hit as long as shooter has taken no † Use Lethality rating if firing bursts
§ Victim -40%

THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL HYDEN, Jamel		2. PROFESSION (RANK IF APPLICABLE) Special Operator		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Winnebago, IL		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 52 (AUG 17)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES	PSYCHOLOGICAL DATA	11. BONDS	SCORE	
	Strength (STR)	11	55				11	
	Constitution (CON)	12	60				11	
	Dexterity (DEX)	12	60					
	Intelligence (INT)	13	65	Crafty				
	Power (POW)	13	65	Unflinching				
	Charisma (CHA)	11	55					
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT		12. MOTIVATIONS AND MENTAL DISORDERS		
	Hit Points (HP)		12					
	Willpower Points (WP)		13					
Sanity Points (SAN)		65						
Breaking Point (BP)		52						
10. PHYSICAL DESCRIPTION				13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE				
				Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <i>adapted</i> Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <i>adapted</i>				

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	60	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)	20	<input type="checkbox"/> Heavy Weapons (0%)	70	<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):	20	<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	50
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)	20	<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	50
	<input type="checkbox"/> Athletics (30%)	60	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	50
	<input type="checkbox"/> Bureaucracy (10%)	10	<input type="checkbox"/> Melee Weapons (30%)	50	<input type="checkbox"/> Unarmed Combat (40%)	80
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%) Land	60	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	50	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	30	<input type="checkbox"/>	20
	<input type="checkbox"/> Demolitions (0%)	40	<input type="checkbox"/> Persuade (20%)	20	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):	20	<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	20			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	60	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

Check a box when you attempt to use a skill and fail. After the session, add 1 to each checked skill and erase all checks.

DB=0

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR	
	<table style="width:100%; border: none;"> <tr> <td style="width: 50%; border: none;">Tactical body armor - Armour Rating 5 Kevlar helmet - Armour Rating +1 Dog tags * 6 carbine magazines * 2 pistol magazines Flexible cuffs Tactical light Night vision goggles Military-band radio with earpiece and throat microphone Multitool Compass</td> <td style="width: 50%; border: none; vertical-align: top;">Field dressing GPS</td> </tr> </table>	Tactical body armor - Armour Rating 5 Kevlar helmet - Armour Rating +1 Dog tags * 6 carbine magazines * 2 pistol magazines Flexible cuffs Tactical light Night vision goggles Military-band radio with earpiece and throat microphone Multitool Compass
Tactical body armor - Armour Rating 5 Kevlar helmet - Armour Rating +1 Dog tags * 6 carbine magazines * 2 pistol magazines Flexible cuffs Tactical light Night vision goggles Military-band radio with earpiece and throat microphone Multitool Compass	Field dressing GPS	

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	80%		1D4-1				
(b) Assault Carbine	60%	100m	1D12 †	3	10%		30
(c) Medium Pistol	60%	15m	1D10				15
(d) Hand Grenade	60%	20m			15%	10m	2
(e) Smoke Grenade	60%	20m					2
(f) Flash-bang...	80%	20m	§			10m	2
(g) Combat Knife	50%		1D6	3			

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY
		19. SPECIAL TRAINING
		SKILL OR STAT USED

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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* In chest rig
 † With holographic sight, targeting laser, & sound suppressor - +20% bonus to hit as long as shooter has taken no

damage since last action
 † Use Lethality rating if firing bursts
 § Victim -40%

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL MAUST, Chantel		2. PROFESSION (RANK IF APPLICABLE) Special Operator		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Byrnedale, PA		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 43 (APR 18)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	11	55	
	Constitution (CON)	11	55	
	Dexterity (DEX)	12	60	
	Intelligence (INT)	12	60	
	Power (POW)	13	65	Forbearing
	Charisma (CHA)	13	65	Likable
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		11	
	Willpower Points (WP)		13	
Sanity Points (SAN)		65		
Breaking Point (BP)		52		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		13
		13
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <i>adapted</i> Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <i>adapted</i>		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	80	<input type="checkbox"/> Forensics (0%)	20	<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)	20	<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	40
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)	50	<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):	20	<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	50
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	50
	<input type="checkbox"/> Athletics (30%)	60	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	50
	<input type="checkbox"/> Bureaucracy (10%)	10	<input type="checkbox"/> Melee Weapons (30%)	50	<input type="checkbox"/> Unarmed Combat (40%)	60
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%) Land	60	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	70	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	20
	<input type="checkbox"/> Demolitions (0%)	40	<input type="checkbox"/> Persuade (20%)	20	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	30	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	20			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	60	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=0

Check a box when you attempt to use a skill and fail. After the session, add 1 to each checked skill and erase all checks.

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Tactical body armor - Armour Rating 5				Field dressing			
	Kevlar helmet - Armour Rating +1				GPS			
	Dog tags							
	* 6 carbine magazines							
	* 2 pistol magazines							
	Flexible cuffs							
	Tactical light							
	Night vision goggles							
	Military-band radio with earpiece and throat microphone							
Multitool								
Compass								
Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.								
16. WEAPONS								
(a) Unarmed	60%		1D4-1					
(b) Assault Carbine	60%	100m	1D12 †	3	10%		30 †	
(c) Medium Pistol	60%	15m	1D10				15	
(d) Hand Grenade	60%	20m			15%	10m	2	
(e) Smoke Grenade	60%	20m					2	
(f) Flash-bang...	80%	20m	§			10m	2	
(g) Combat Knife	50%		1D6	3				

REMARKS	17. PERSONAL DETAILS AND NOTES		18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY	
	19. SPECIAL TRAINING		SKILL OR STAT USED	
	Please indicate why this agent was recruited and why the agent agreed to be recruited.			

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL LEVINGSTON, Grady		2. PROFESSION (RANK IF APPLICABLE) Special Operator		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Leavittsburg, OH		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 27 (SEP 1)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	12	60	
	Constitution (CON)	11	55	
	Dexterity (DEX)	13	65	Deft
	Intelligence (INT)	11	55	
	Power (POW)	13	65	Strong-willed
	Charisma (CHA)	12	60	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		12	
	Willpower Points (WP)		13	
Sanity Points (SAN)		65		
Breaking Point (BP)		52		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS		SCORE	
			12	
			12	
	12. MOTIVATIONS AND MENTAL DISORDERS			
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE				
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted				

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	60	<input type="checkbox"/> Forensics (0%)	20	<input type="checkbox"/> Science (0%):	20
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	30	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)	50	<input type="checkbox"/> SIGINT (0%)	20
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	50
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	50
	<input type="checkbox"/> Athletics (30%)	60	<input type="checkbox"/> Medicine (0%)	20	<input type="checkbox"/> Swim (20%)	70
	<input type="checkbox"/> Bureaucracy (10%)	10	<input type="checkbox"/> Melee Weapons (30%)	50	<input type="checkbox"/> Unarmed Combat (40%)	60
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%) Land	60	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	50	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	30	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)	40	<input type="checkbox"/> Persuade (20%)	20	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	20			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	80	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=0

Check a box when you attempt to use a skill and fail. After the session, add 1 to each checked skill and erase all checks.

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR	
	<table style="width:100%; border: none;"> <tr> <td style="width: 50%; border: none;">Tactical body armor - Armour Rating 5 Kevlar helmet - Armour Rating +1 Dog tags * 6 carbine magazines * 2 pistol magazines Flexible cuffs Tactical light Night vision goggles Military-band radio with earpiece and throat microphone Multitool Compass</td> <td style="width: 50%; border: none; vertical-align: top;">Field dressing GPS</td> </tr> </table>	Tactical body armor - Armour Rating 5 Kevlar helmet - Armour Rating +1 Dog tags * 6 carbine magazines * 2 pistol magazines Flexible cuffs Tactical light Night vision goggles Military-band radio with earpiece and throat microphone Multitool Compass
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Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	60%		1D4-1				
(b) Assault Carbine	80%	100m	1D12 †	3	10%		30
(c) Medium Pistol	80%	15m	1D10				15
(d) Hand Grenade	60%	20m			15%	10m	2
(e) Smoke Grenade	60%	20m					2
(f) Flash-bang...	80%	20m	§			10m	2
(g) Combat Knife	50%		1D6	3			

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY														
		<table border="1" style="width:100%; border-collapse: collapse; font-size: x-small;"> <thead> <tr> <th style="width: 60%;">19. SPECIAL TRAINING</th> <th style="width: 40%;">SKILL OR STAT USED</th> </tr> </thead> <tbody> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> </tbody> </table>	19. SPECIAL TRAINING	SKILL OR STAT USED												
19. SPECIAL TRAINING	SKILL OR STAT USED															

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
-------------------------	---------------------

* In chest rig damage since last action
 † With holographic sight, targeting laser, & sound suppressor - +20% bonus to hit as long as shooter has taken no † Use Lethality rating if firing bursts
 § Victim -40%

THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL CLARDY, Taryn		2. PROFESSION (RANK IF APPLICABLE) Special Operator		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Wabash, IN		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 36 (DEC 18)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	11	55	
	Constitution (CON)	12	60	
	Dexterity (DEX)	14	70	Agile
	Intelligence (INT)	10	50	
	Power (POW)	15	75	Strong-willed
	Charisma (CHA)	10	50	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		12	
	Willpower Points (WP)		15	
Sanity Points (SAN)		75		
Breaking Point (BP)		60		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		10
		10
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	30	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	60	<input type="checkbox"/> Forensics (0%)	20	<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)	20	<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)	50	<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	50
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	20
	<input type="checkbox"/> Artillery (0%)	20	<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	50
	<input type="checkbox"/> Athletics (30%)	60	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	70
	<input type="checkbox"/> Bureaucracy (10%)	10	<input type="checkbox"/> Melee Weapons (30%)	50	<input type="checkbox"/> Unarmed Combat (40%)	80
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%) Land	60	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	50	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)	40	<input type="checkbox"/> Persuade (20%)	20	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	20			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	80	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=0

Check a box when you attempt to use a skill and fail. After the session, add 1 to each checked skill and erase all checks.

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR																					
	<table style="width:100%; border: none;"> <tr> <td style="width: 50%;">Tactical body armor - Armour Rating 5</td> <td style="width: 50%;">Field dressing</td> </tr> <tr> <td>Kevlar helmet - Armour Rating +1</td> <td>GPS</td> </tr> <tr> <td>Dog tags</td> <td></td> </tr> <tr> <td>* 6 carbine magazines</td> <td></td> </tr> <tr> <td>* 2 pistol magazines</td> <td></td> </tr> <tr> <td>Flexible cuffs</td> <td></td> </tr> <tr> <td>Tactical light</td> <td></td> </tr> <tr> <td>Night vision goggles</td> <td></td> </tr> <tr> <td>Military-band radio with earpiece and throat microphone</td> <td></td> </tr> <tr> <td>Multitool</td> <td></td> </tr> <tr> <td>Compass</td> <td></td> </tr> </table>	Tactical body armor - Armour Rating 5	Field dressing	Kevlar helmet - Armour Rating +1	GPS	Dog tags		* 6 carbine magazines		* 2 pistol magazines		Flexible cuffs		Tactical light		Night vision goggles		Military-band radio with earpiece and throat microphone		Multitool		Compass
Tactical body armor - Armour Rating 5	Field dressing																					
Kevlar helmet - Armour Rating +1	GPS																					
Dog tags																						
* 6 carbine magazines																						
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Tactical light																						
Night vision goggles																						
Military-band radio with earpiece and throat microphone																						
Multitool																						
Compass																						

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	80%		1D4-1				
(b) Assault Carbine	80%	100m	1D12 †	3	10%		30
(c) Medium Pistol	80%	15m	1D10				15
(d) Hand Grenade	60%	20m			15%	10m	2
(e) Smoke Grenade	60%	20m					2
(f) Flash-bang...	80%	20m	§			10m	2
(g) Combat Knife	50%		1D6	3			

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY														
		<table border="1" style="width:100%; border-collapse: collapse;"> <tr> <th style="width: 50%;">19. SPECIAL TRAINING</th> <th style="width: 50%;">SKILL OR STAT USED</th> </tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> </table>	19. SPECIAL TRAINING	SKILL OR STAT USED												
19. SPECIAL TRAINING	SKILL OR STAT USED															

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
-------------------------	---------------------

* In chest rig
 † With holographic sight, targeting laser, & sound suppressor - +20% bonus to hit as long as shooter has taken no

damage since last action
 † Use Lethality rating if firing bursts
 § Victim -40%

THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL BEAMER, Lee		2. PROFESSION (RANK IF APPLICABLE) Special Operator		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Gilly, KY		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 52 (FEB 21)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	16	80	Muscular
	Constitution (CON)	12	60	
	Dexterity (DEX)	11	55	
	Intelligence (INT)	16	80	Canny
	Power (POW)	15	75	Forbearing
	Charisma (CHA)	8	40	Self conscious
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		14	
	Willpower Points (WP)		15	
Sanity Points (SAN)		75		
Breaking Point (BP)		60		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		8
		8
12. MOTIVATIONS AND MENTAL DISORDERS		
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	60	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)	20	<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)	50	<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	50
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)	20	<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	50
	<input type="checkbox"/> Athletics (30%)	60	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	50
	<input type="checkbox"/> Bureaucracy (10%)	10	<input type="checkbox"/> Melee Weapons (30%)	50	<input type="checkbox"/> Unarmed Combat (40%)	80
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%) Land	60	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):	20	<input type="checkbox"/> Navigate (10%)	50	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	30	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)	40	<input type="checkbox"/> Persuade (20%)	20	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)	20	<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	50	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	20			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	80	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=1

Check a box when you attempt to use a skill and fail. After the session, add 1 to each checked skill and erase all checks.

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR																					
	<table style="width:100%; border:none;"> <tr> <td style="width:50%;">Tactical body armor - Armour Rating 5</td> <td style="width:50%;">Field dressing</td> </tr> <tr> <td>Kevlar helmet - Armour Rating +1</td> <td>GPS</td> </tr> <tr> <td>Dog tags</td> <td></td> </tr> <tr> <td>* 6 carbine magazines</td> <td></td> </tr> <tr> <td>* 2 pistol magazines</td> <td></td> </tr> <tr> <td>Flexible cuffs</td> <td></td> </tr> <tr> <td>Tactical light</td> <td></td> </tr> <tr> <td>Night vision goggles</td> <td></td> </tr> <tr> <td>Military-band radio with earpiece and throat microphone</td> <td></td> </tr> <tr> <td>Multitool</td> <td></td> </tr> <tr> <td>Compass</td> <td></td> </tr> </table>	Tactical body armor - Armour Rating 5	Field dressing	Kevlar helmet - Armour Rating +1	GPS	Dog tags		* 6 carbine magazines		* 2 pistol magazines		Flexible cuffs		Tactical light		Night vision goggles		Military-band radio with earpiece and throat microphone		Multitool		Compass
Tactical body armor - Armour Rating 5	Field dressing																					
Kevlar helmet - Armour Rating +1	GPS																					
Dog tags																						
* 6 carbine magazines																						
* 2 pistol magazines																						
Flexible cuffs																						
Tactical light																						
Night vision goggles																						
Military-band radio with earpiece and throat microphone																						
Multitool																						
Compass																						

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	80%		1D4				
(b) Assault Carbine	80%	100m	1D12 †	3	10%		30 †
(c) Medium Pistol	80%	15m	1D10				15
(d) Hand Grenade	60%	20m			15%	10m	2
(e) Smoke Grenade	60%	20m					2
(f) Flash-bang...	80%	20m	§			10m	2
(g) Combat Knife	50%		1D6+1	3			

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY														
		<table border="1" style="width:100%; border-collapse: collapse; font-size: x-small;"> <tr> <th style="width:50%;">19. SPECIAL TRAINING</th> <th style="width:50%;">SKILL OR STAT USED</th> </tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> </table>	19. SPECIAL TRAINING	SKILL OR STAT USED												
19. SPECIAL TRAINING	SKILL OR STAT USED															

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
-------------------------	---------------------

* In chest rig
 † With holographic sight, targeting laser, & sound suppressor - +20% bonus to hit as long as shooter has taken no

damage since last action
 † Use Lethality rating if firing bursts
 § Victim -40%

THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL STEPHEN, Joshua		2. PROFESSION (RANK IF APPLICABLE) Special Operator		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Fort Polk, LA		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 49 (JAN 20)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	x5	DISTINGUISHING FEATURES	PSYCHOLOGICAL DATA	11. BONDS	SCORE	
	Strength (STR)	11	55				11	
	Constitution (CON)	12	60				11	
	Dexterity (DEX)	13	65	Deft				
	Intelligence (INT)	12	60					
	Power (POW)	13	65	Brave				
	Charisma (CHA)	11	55					
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT		12. MOTIVATIONS AND MENTAL DISORDERS		
	Hit Points (HP)		12					
	Willpower Points (WP)		13					
Sanity Points (SAN)		65						
Breaking Point (BP)		52						
10. PHYSICAL DESCRIPTION				13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE				
				Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <i>adapted</i> Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <i>adapted</i>				

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	60	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	40
	<input type="checkbox"/> Archeology (0%)	20	<input type="checkbox"/> Heavy Weapons (0%)	50	<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	30	<input type="checkbox"/> Stealth (10%)	50
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	50
	<input type="checkbox"/> Athletics (30%)	60	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	50
	<input type="checkbox"/> Bureaucracy (10%)	10	<input type="checkbox"/> Melee Weapons (30%)	50	<input type="checkbox"/> Unarmed Combat (40%)	80
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%) Land	60	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	50	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)	60	<input type="checkbox"/> Persuade (20%)	40	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)	20	<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	40			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	60	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

Check a box when you attempt to use a skill and fail. After the session, add 1 to each checked skill and erase all checks.

DB=0

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Tactical body armor - Armour Rating 5				Field dressing			
	Kevlar helmet - Armour Rating +1				GPS			
	Dog tags							
	* 6 carbine magazines							
	* 2 pistol magazines							
	Flexible cuffs							
	Tactical light							
	Night vision goggles							
	Military-band radio with earpiece and throat microphone							
Multitool								
Compass								
Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.								
16. WEAPONS								
	WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	80%		1D4-1				
	(b) Assault Carbine	60%	100m	1D12 †	3	10%		30 †
	(c) Medium Pistol	60%	15m	1D10				15
	(d) Hand Grenade	60%	20m			15%	10m	2
	(e) Smoke Grenade	60%	20m					2
	(f) Flash-bang...	80%	20m	§			10m	2
	(g) Combat Knife	50%		1D6	3			

REMARKS	17. PERSONAL DETAILS AND NOTES		18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY	
			19. SPECIAL TRAINING	SKILL OR STAT USED

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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* In chest rig damage since last action
 † With holographic sight, targeting laser, & sound suppressor - +20% bonus to hit as long as shooter has taken no † Use Lethality rating if firing bursts
 § Victim -40%

THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL GARDNER, Eric		2. PROFESSION (RANK IF APPLICABLE) Special Operator		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Douglas, WY		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 39 (NOV 2)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	12	60	
	Constitution (CON)	12	60	
	Dexterity (DEX)	11	55	
	Intelligence (INT)	11	55	
	Power (POW)	13	65	Brave
	Charisma (CHA)	13	65	Likable
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		12	
	Willpower Points (WP)		13	
Sanity Points (SAN)		65		
Breaking Point (BP)		52		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS		SCORE	
			13	
			13	
	12. MOTIVATIONS AND MENTAL DISORDERS			
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE				
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted				

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	30
	<input type="checkbox"/> Alertness (20%)	80	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)	50	<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):	20	<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	50
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	50
	<input type="checkbox"/> Athletics (30%)	60	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	50
	<input type="checkbox"/> Bureaucracy (10%)	30	<input type="checkbox"/> Melee Weapons (30%)	50	<input type="checkbox"/> Unarmed Combat (40%)	60
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%) Land	60	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	50	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	30	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)	40	<input type="checkbox"/> Persuade (20%)	20	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	30	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):	20	<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	20			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	80	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=0

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INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR																					
	<table style="width:100%; border: none;"> <tr> <td style="width: 50%;">Tactical body armor - Armour Rating 5</td> <td style="width: 50%;">Field dressing</td> </tr> <tr> <td>Kevlar helmet - Armour Rating +1</td> <td>GPS</td> </tr> <tr> <td>Dog tags</td> <td></td> </tr> <tr> <td>* 6 carbine magazines</td> <td></td> </tr> <tr> <td>* 2 pistol magazines</td> <td></td> </tr> <tr> <td>Flexible cuffs</td> <td></td> </tr> <tr> <td>Tactical light</td> <td></td> </tr> <tr> <td>Night vision goggles</td> <td></td> </tr> <tr> <td>Military-band radio with earpiece and throat microphone</td> <td></td> </tr> <tr> <td>Multitool</td> <td></td> </tr> <tr> <td>Compass</td> <td></td> </tr> </table>	Tactical body armor - Armour Rating 5	Field dressing	Kevlar helmet - Armour Rating +1	GPS	Dog tags		* 6 carbine magazines		* 2 pistol magazines		Flexible cuffs		Tactical light		Night vision goggles		Military-band radio with earpiece and throat microphone		Multitool		Compass
Tactical body armor - Armour Rating 5	Field dressing																					
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Multitool																						
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Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.								
16.	WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a)	Unarmed	60%		1D4-1				
(b)	Assault Carbine	80%	100m	1D12 †	3	10%		30 †
(c)	Medium Pistol	80%	15m	1D10				15
(d)	Hand Grenade	60%	20m			15%	10m	2
(e)	Smoke Grenade	60%	20m					2
(f)	Flash-bang...	80%	20m	§			10m	2
(g)	Combat Knife	50%		1D6	3			

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY													
		<table border="1" style="width:100%; border-collapse: collapse;"> <tr> <td style="width: 50%;">19. SPECIAL TRAINING</td> <td style="width: 50%;">SKILL OR STAT USED</td> </tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> </table>	19. SPECIAL TRAINING	SKILL OR STAT USED											
19. SPECIAL TRAINING	SKILL OR STAT USED														

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
-------------------------	---------------------

* In chest rig
 † With holographic sight, targeting laser, & sound suppressor - +20% bonus to hit as long as shooter has taken no damage since last action
 ‡ Use Lethality rating if firing bursts
 § Victim -40%

THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL TRUESDALE, Heather		2. PROFESSION (RANK IF APPLICABLE) Special Operator		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Wentworth, MO		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 26 (JUL 27)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES	PSYCHOLOGICAL DATA	11. BONDS	SCORE	
	Strength (STR)	12	60				12	
	Constitution (CON)	15	75	Fit			12	
	Dexterity (DEX)	16	80	Lithe				
	Intelligence (INT)	14	70	Crafty				
	Power (POW)	14	70	Brave				
	Charisma (CHA)	12	60					
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT		12. MOTIVATIONS AND MENTAL DISORDERS		
	Hit Points (HP)		14					
	Willpower Points (WP)		14					
Sanity Points (SAN)		70						
Breaking Point (BP)		56						
10. PHYSICAL DESCRIPTION				13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE				
				Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted				

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	60	<input type="checkbox"/> Forensics (0%)	20	<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)	50	<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	30	<input type="checkbox"/> Stealth (10%)	50
			<input type="checkbox"/> HUMINT (10%)	30	<input type="checkbox"/> Surgery (0%)	20
	<input type="checkbox"/> Artillery (0%)	20	<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	50
	<input type="checkbox"/> Athletics (30%)	60	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	70
	<input type="checkbox"/> Bureaucracy (10%)	10	<input type="checkbox"/> Melee Weapons (30%)	50	<input type="checkbox"/> Unarmed Combat (40%)	60
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%) Land	60	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):	20	<input type="checkbox"/> Navigate (10%)	50	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)	40	<input type="checkbox"/> Persuade (20%)	20	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	50	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	20			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	60	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=0

Check a box when you attempt to use a skill and fail. After the session, add 1 to each checked skill and erase all checks.

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR																					
	<table style="width:100%; border: none;"> <tr> <td style="width: 50%;">Tactical body armor - Armour Rating 5</td> <td style="width: 50%;">Field dressing</td> </tr> <tr> <td>Kevlar helmet - Armour Rating +1</td> <td>GPS</td> </tr> <tr> <td>Dog tags</td> <td></td> </tr> <tr> <td>* 6 carbine magazines</td> <td></td> </tr> <tr> <td>* 2 pistol magazines</td> <td></td> </tr> <tr> <td>Flexible cuffs</td> <td></td> </tr> <tr> <td>Tactical light</td> <td></td> </tr> <tr> <td>Night vision goggles</td> <td></td> </tr> <tr> <td>Military-band radio with earpiece and throat microphone</td> <td></td> </tr> <tr> <td>Multitool</td> <td></td> </tr> <tr> <td>Compass</td> <td></td> </tr> </table>	Tactical body armor - Armour Rating 5	Field dressing	Kevlar helmet - Armour Rating +1	GPS	Dog tags		* 6 carbine magazines		* 2 pistol magazines		Flexible cuffs		Tactical light		Night vision goggles		Military-band radio with earpiece and throat microphone		Multitool		Compass
Tactical body armor - Armour Rating 5	Field dressing																					
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Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	60%		1D4-1				
(b) Assault Carbine	60%	100m	1D12 †	3	10%		30
(c) Medium Pistol	60%	15m	1D10				15
(d) Hand Grenade	60%	20m			15%	10m	2
(e) Smoke Grenade	60%	20m					2
(f) Flash-bang...	80%	20m	§			10m	2
(g) Combat Knife	50%		1D6	3			

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY														
		<table border="1" style="width:100%; border-collapse: collapse; font-size: x-small;"> <tr> <th style="width: 50%;">19. SPECIAL TRAINING</th> <th style="width: 50%;">SKILL OR STAT USED</th> </tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> </table>	19. SPECIAL TRAINING	SKILL OR STAT USED												
19. SPECIAL TRAINING	SKILL OR STAT USED															

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
-------------------------	---------------------

* In chest rig
 † With holographic sight, targeting laser, & sound suppressor - +20% bonus to hit as long as shooter has taken no

damage since last action
 † Use Lethality rating if firing bursts
 § Victim -40%

THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL YARBOROUGH, Russell		2. PROFESSION (RANK IF APPLICABLE) Special Operator		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Panorama Village, TX		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 44 (SEP 20)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	8	40	Puny
	Constitution (CON)	13	65	Resilient
	Dexterity (DEX)	12	60	
	Intelligence (INT)	11	55	
	Power (POW)	18	90	Indomitable
	Charisma (CHA)	12	60	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		10	
	Willpower Points (WP)		18	
Sanity Points (SAN)		90		
Breaking Point (BP)		72		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE	
		12	
		12	
	12. MOTIVATIONS AND MENTAL DISORDERS		
	13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted			

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	30	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	60	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)	20	<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)	50	<input type="checkbox"/> SIGINT (0%)	20
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	30	<input type="checkbox"/> Stealth (10%)	50
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	50
	<input type="checkbox"/> Athletics (30%)	60	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	50
	<input type="checkbox"/> Bureaucracy (10%)	10	<input type="checkbox"/> Melee Weapons (30%)	70	<input type="checkbox"/> Unarmed Combat (40%)	80
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%) Land	60	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	50	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)	60	<input type="checkbox"/> Persuade (20%)	20	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	30	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	20			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	60	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

Check a box when you attempt to use a skill and fail. After the session, add 1 to each checked skill and erase all checks.

DB=-1

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR																					
	<table style="width:100%; border:none;"> <tr> <td style="width:50%;">Tactical body armor - Armour Rating 5</td> <td style="width:50%;">Field dressing</td> </tr> <tr> <td>Kevlar helmet - Armour Rating +1</td> <td>GPS</td> </tr> <tr> <td>Dog tags</td> <td></td> </tr> <tr> <td>* 6 carbine magazines</td> <td></td> </tr> <tr> <td>* 2 pistol magazines</td> <td></td> </tr> <tr> <td>Flexible cuffs</td> <td></td> </tr> <tr> <td>Tactical light</td> <td></td> </tr> <tr> <td>Night vision goggles</td> <td></td> </tr> <tr> <td>Military-band radio with earpiece and throat microphone</td> <td></td> </tr> <tr> <td>Multitool</td> <td></td> </tr> <tr> <td>Compass</td> <td></td> </tr> </table>	Tactical body armor - Armour Rating 5	Field dressing	Kevlar helmet - Armour Rating +1	GPS	Dog tags		* 6 carbine magazines		* 2 pistol magazines		Flexible cuffs		Tactical light		Night vision goggles		Military-band radio with earpiece and throat microphone		Multitool		Compass
Tactical body armor - Armour Rating 5	Field dressing																					
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Dog tags																						
* 6 carbine magazines																						
* 2 pistol magazines																						
Flexible cuffs																						
Tactical light																						
Night vision goggles																						
Military-band radio with earpiece and throat microphone																						
Multitool																						
Compass																						

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	80%		1D4-2				
(b) Assault Carbine	60%	100m	1D12 †	3	10%		30 †
(c) Medium Pistol	60%	15m	1D10				15
(d) Hand Grenade	60%	20m			15%	10m	2
(e) Smoke Grenade	60%	20m					2
(f) Flash-bang...	80%	20m	§			10m	2
(g) Combat Knife	70%		1D6-1	3			

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY														
		<table border="1" style="width:100%; border-collapse: collapse; font-size: x-small;"> <thead> <tr> <th style="width:50%;">19. SPECIAL TRAINING</th> <th style="width:50%;">SKILL OR STAT USED</th> </tr> </thead> <tbody> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> </tbody> </table>	19. SPECIAL TRAINING	SKILL OR STAT USED												
19. SPECIAL TRAINING	SKILL OR STAT USED															

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
-------------------------	---------------------

* In chest rig
 † With holographic sight, targeting laser, & sound suppressor - +20% bonus to hit as long as shooter has taken no

damage since last action
 † Use Lethality rating if firing bursts
 § Victim -40%

THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL MELLEN, Alice		2. PROFESSION (RANK IF APPLICABLE) Special Operator		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Hart, MI		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 47 (OCT 4)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES	PSYCHOLOGICAL DATA	11. BONDS	SCORE	
	Strength (STR)	16	80	Sturdy			17	
	Constitution (CON)	16	80	Resistant			17	
	Dexterity (DEX)	13	65	Lithe				
	Intelligence (INT)	15	75	Perceptive				
	Power (POW)	10	50					
	Charisma (CHA)	17	85	Magnetic				
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT		12. MOTIVATIONS AND MENTAL DISORDERS		
	Hit Points (HP)		16					
	Willpower Points (WP)		10					
Sanity Points (SAN)		50						
Breaking Point (BP)		40						
10. PHYSICAL DESCRIPTION					13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE			
					Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted			

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	60	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	30	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)	50	<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	50
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)	20	<input type="checkbox"/> Law (0%)	20	<input type="checkbox"/> Survival (10%)	50
	<input type="checkbox"/> Athletics (30%)	60	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	70
	<input type="checkbox"/> Bureaucracy (10%)	10	<input type="checkbox"/> Melee Weapons (30%)	50	<input type="checkbox"/> Unarmed Combat (40%)	60
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%) Land	60	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	70	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	20
	<input type="checkbox"/> Demolitions (0%)	40	<input type="checkbox"/> Persuade (20%)	20	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	30	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):	20	<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	20			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	60	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=1

Check a box when you attempt to use a skill and fail. After the session, add 1 to each checked skill and erase all checks.

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR	
	<table style="width:100%; border: none;"> <tr> <td style="width: 50%; border: none;">Tactical body armor - Armour Rating 5 Kevlar helmet - Armour Rating +1 Dog tags * 6 carbine magazines * 2 pistol magazines Flexible cuffs Tactical light Night vision goggles Military-band radio with earpiece and throat microphone Multitool Compass</td> <td style="width: 50%; border: none; vertical-align: top;">Field dressing GPS</td> </tr> </table>	Tactical body armor - Armour Rating 5 Kevlar helmet - Armour Rating +1 Dog tags * 6 carbine magazines * 2 pistol magazines Flexible cuffs Tactical light Night vision goggles Military-band radio with earpiece and throat microphone Multitool Compass
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Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	60%		1D4				
(b) Assault Carbine	60%	100m	1D12 †	3	10%		30 †
(c) Medium Pistol	60%	15m	1D10				15
(d) Hand Grenade	60%	20m			15%	10m	2
(e) Smoke Grenade	60%	20m					2
(f) Flash-bang...	80%	20m	§			10m	2
(g) Combat Knife	50%		1D6+1	3			

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY													
		<table border="1" style="width:100%; border-collapse: collapse; font-size: x-small;"> <tr> <th style="width: 50%;">19. SPECIAL TRAINING</th> <th style="width: 50%;">SKILL OR STAT USED</th> </tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> </table>	19. SPECIAL TRAINING	SKILL OR STAT USED											
19. SPECIAL TRAINING	SKILL OR STAT USED														

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
-------------------------	---------------------

* In chest rig damage since last action
 † With holographic sight, targeting laser, & sound suppressor - +20% bonus to hit as long as shooter has taken no † Use Lethality rating if firing bursts
 § Victim -40%

THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL GARLOW, Chauncey		2. PROFESSION (RANK IF APPLICABLE) Special Operator		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Bellevue, TX		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 49 (MAY 3)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	12	60	
	Constitution (CON)	14	70	Perfect health
	Dexterity (DEX)	15	75	Nimble
	Intelligence (INT)	11	55	
	Power (POW)	10	50	
	Charisma (CHA)	10	50	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		13	
	Willpower Points (WP)		10	
Sanity Points (SAN)		50		
Breaking Point (BP)		40		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		10
		10
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <i>adapted</i> Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <i>adapted</i>		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	80	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	20
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	30	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)	50	<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	50
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	20
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)	20	<input type="checkbox"/> Survival (10%)	50
	<input type="checkbox"/> Athletics (30%)	60	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	50
	<input type="checkbox"/> Bureaucracy (10%)	10	<input type="checkbox"/> Melee Weapons (30%)	50	<input type="checkbox"/> Unarmed Combat (40%)	80
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%) Land	80	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	70	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)	40	<input type="checkbox"/> Persuade (20%)	20	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	20			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	60	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=0

Check a box when you attempt to use a skill and fail. After the session, add 1 to each checked skill and erase all checks.

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR																					
	<table style="width:100%; border:none;"> <tr> <td style="width:50%;">Tactical body armor - Armour Rating 5</td> <td style="width:50%;">Field dressing</td> </tr> <tr> <td>Kevlar helmet - Armour Rating +1</td> <td>GPS</td> </tr> <tr> <td>Dog tags</td> <td></td> </tr> <tr> <td>* 6 carbine magazines</td> <td></td> </tr> <tr> <td>* 2 pistol magazines</td> <td></td> </tr> <tr> <td>Flexible cuffs</td> <td></td> </tr> <tr> <td>Tactical light</td> <td></td> </tr> <tr> <td>Night vision goggles</td> <td></td> </tr> <tr> <td>Military-band radio with earpiece and throat microphone</td> <td></td> </tr> <tr> <td>Multitool</td> <td></td> </tr> <tr> <td>Compass</td> <td></td> </tr> </table>	Tactical body armor - Armour Rating 5	Field dressing	Kevlar helmet - Armour Rating +1	GPS	Dog tags		* 6 carbine magazines		* 2 pistol magazines		Flexible cuffs		Tactical light		Night vision goggles		Military-band radio with earpiece and throat microphone		Multitool		Compass
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Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	80%		1D4-1				
(b) Assault Carbine	60%	100m	1D12 †	3	10%		30
(c) Medium Pistol	60%	15m	1D10				15
(d) Hand Grenade	60%	20m			15%	10m	2
(e) Smoke Grenade	60%	20m					2
(f) Flash-bang...	80%	20m	§			10m	2
(g) Combat Knife	50%		1D6	3			

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY																
		<table border="1" style="width:100%; border-collapse: collapse; font-size: x-small;"> <thead> <tr> <th style="width:50%;">19. SPECIAL TRAINING</th> <th style="width:50%;">SKILL OR STAT USED</th> </tr> </thead> <tbody> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> </tbody> </table>	19. SPECIAL TRAINING	SKILL OR STAT USED														
19. SPECIAL TRAINING	SKILL OR STAT USED																	

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
-------------------------	---------------------

* In chest rig
 † With holographic sight, targeting laser, & sound suppressor - +20% bonus to hit as long as shooter has taken no

damage since last action
 † Use Lethality rating if firing bursts
 § Victim -40%

THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL DANIELL, Randi		2. PROFESSION (RANK IF APPLICABLE) Special Operator		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Fresno, CA		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 47 (JUL 6)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	8	40	Puny
	Constitution (CON)	14	70	Fit
	Dexterity (DEX)	10	50	
	Intelligence (INT)	10	50	
	Power (POW)	13	65	Unflinching
	Charisma (CHA)	17	85	Hypnotic
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		11	
	Willpower Points (WP)		13	
Sanity Points (SAN)		65		
Breaking Point (BP)		52		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		17
		17
12. MOTIVATIONS AND MENTAL DISORDERS		
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	60	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)	20	<input type="checkbox"/> Heavy Weapons (0%)	50	<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	70
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	20
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	50
	<input type="checkbox"/> Athletics (30%)	60	<input type="checkbox"/> Medicine (0%)	20	<input type="checkbox"/> Swim (20%)	50
	<input type="checkbox"/> Bureaucracy (10%)	10	<input type="checkbox"/> Melee Weapons (30%)	50	<input type="checkbox"/> Unarmed Combat (40%)	60
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%) Land	60	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	50	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	30	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	20
	<input type="checkbox"/> Demolitions (0%)	40	<input type="checkbox"/> Persuade (20%)	20	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	20			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	80	<input type="checkbox"/> Psychotherapy (10%)	30	<input type="checkbox"/>	

DB=-1

Check a box when you attempt to use a skill and fail. After the session, add 1 to each checked skill and erase all checks.

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR																					
	<table style="width:100%; border: none;"> <tr> <td style="width: 50%;">Tactical body armor - Armour Rating 5</td> <td style="width: 50%;">Field dressing</td> </tr> <tr> <td>Kevlar helmet - Armour Rating +1</td> <td>GPS</td> </tr> <tr> <td>Dog tags</td> <td></td> </tr> <tr> <td>* 6 carbine magazines</td> <td></td> </tr> <tr> <td>* 2 pistol magazines</td> <td></td> </tr> <tr> <td>Flexible cuffs</td> <td></td> </tr> <tr> <td>Tactical light</td> <td></td> </tr> <tr> <td>Night vision goggles</td> <td></td> </tr> <tr> <td>Military-band radio with earpiece and throat microphone</td> <td></td> </tr> <tr> <td>Multitool</td> <td></td> </tr> <tr> <td>Compass</td> <td></td> </tr> </table>	Tactical body armor - Armour Rating 5	Field dressing	Kevlar helmet - Armour Rating +1	GPS	Dog tags		* 6 carbine magazines		* 2 pistol magazines		Flexible cuffs		Tactical light		Night vision goggles		Military-band radio with earpiece and throat microphone		Multitool		Compass
Tactical body armor - Armour Rating 5	Field dressing																					
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Tactical light																						
Night vision goggles																						
Military-band radio with earpiece and throat microphone																						
Multitool																						
Compass																						

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	60%		1D4-2				
(b) Assault Carbine	80%	100m	1D12 †	3	10%		30
(c) Medium Pistol	80%	15m	1D10				15
(d) Hand Grenade	60%	20m			15%	10m	2
(e) Smoke Grenade	60%	20m					2
(f) Flash-bang...	80%	20m	§			10m	2
(g) Combat Knife	50%		1D6-1	3			

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY														
		<table border="1" style="width:100%; border-collapse: collapse; font-size: x-small;"> <thead> <tr> <th style="width: 50%;">19. SPECIAL TRAINING</th> <th style="width: 50%;">SKILL OR STAT USED</th> </tr> </thead> <tbody> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> </tbody> </table>	19. SPECIAL TRAINING	SKILL OR STAT USED												
19. SPECIAL TRAINING	SKILL OR STAT USED															

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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* In chest rig damage since last action
 † With holographic sight, targeting laser, & sound suppressor - +20% bonus to hit as long as shooter has taken no † Use Lethality rating if firing bursts
 § Victim -40%

THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL EMRICK, Noel		2. PROFESSION (RANK IF APPLICABLE) Special Operator		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Marbury, AL		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 38 (OCT 14)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	13	65	Powerful
	Constitution (CON)	11	55	
	Dexterity (DEX)	13	65	Deft
	Intelligence (INT)	12	60	
	Power (POW)	11	55	
	Charisma (CHA)	12	60	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		12	
	Willpower Points (WP)		11	
Sanity Points (SAN)		55		
Breaking Point (BP)		44		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		12
		12
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <i>adapted</i> Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <i>adapted</i>		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	30	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	60	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)	20	<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)	50	<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):	20	<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	50
			<input type="checkbox"/> HUMINT (10%)	30	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	70
	<input type="checkbox"/> Athletics (30%)	60	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	70
	<input type="checkbox"/> Bureaucracy (10%)	10	<input type="checkbox"/> Melee Weapons (30%)	50	<input type="checkbox"/> Unarmed Combat (40%)	60
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%) Land	60	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	50	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	30	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)	40	<input type="checkbox"/> Persuade (20%)	20	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	20			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	60	<input type="checkbox"/> Psychotherapy (10%)	30	<input type="checkbox"/>	

DB=1

Check a box when you attempt to use a skill and fail. After the session, add 1 to each checked skill and erase all checks.

THIS IS A WORK OF FICTION

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR	
	<table style="width:100%; border: none;"> <tr> <td style="width: 50%; border: none;">Tactical body armor - Armour Rating 5 Kevlar helmet - Armour Rating +1 Dog tags * 6 carbine magazines * 2 pistol magazines Flexible cuffs Tactical light Night vision goggles Military-band radio with earpiece and throat microphone Multitool Compass</td> <td style="width: 50%; border: none; vertical-align: top;">Field dressing GPS</td> </tr> </table>	Tactical body armor - Armour Rating 5 Kevlar helmet - Armour Rating +1 Dog tags * 6 carbine magazines * 2 pistol magazines Flexible cuffs Tactical light Night vision goggles Military-band radio with earpiece and throat microphone Multitool Compass
Tactical body armor - Armour Rating 5 Kevlar helmet - Armour Rating +1 Dog tags * 6 carbine magazines * 2 pistol magazines Flexible cuffs Tactical light Night vision goggles Military-band radio with earpiece and throat microphone Multitool Compass	Field dressing GPS	

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	60%		1D4				
(b) Assault Carbine	60%	100m	1D12 †	3	10%		30
(c) Medium Pistol	60%	15m	1D10				15
(d) Hand Grenade	60%	20m			15%	10m	2
(e) Smoke Grenade	60%	20m					2
(f) Flash-bang...	80%	20m	§			10m	2
(g) Combat Knife	50%		1D6+1	3			

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY														
		<table border="1" style="width:100%; border-collapse: collapse;"> <tr> <th style="width: 50%;">19. SPECIAL TRAINING</th> <th style="width: 50%;">SKILL OR STAT USED</th> </tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> </table>	19. SPECIAL TRAINING	SKILL OR STAT USED												
19. SPECIAL TRAINING	SKILL OR STAT USED															

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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* In chest rig damage since last action
† With holographic sight, targeting laser, & sound suppressor - +20% bonus to hit as long as shooter has taken no † Use Lethality rating if firing bursts
§ Victim -40%

THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL COBBINS, Brandy			2. PROFESSION (RANK IF APPLICABLE) Special Operator		
	3. EMPLOYER			4. NATIONALITY (U.S.A.) Topeka, KS		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____		6. AGE AND D.O.B. 53 (DEC 8)		7. EDUCATION AND OCCUPATIONAL HISTORY	

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	14	70	Powerful
	Constitution (CON)	17	85	Tough
	Dexterity (DEX)	13	65	Slick
	Intelligence (INT)	8	40	Oblivious
	Power (POW)	10	50	
	Charisma (CHA)	10	50	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		16	
	Willpower Points (WP)		10	
Sanity Points (SAN)		50		
Breaking Point (BP)		40		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		10
		10
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	60	<input type="checkbox"/> Forensics (0%)	20	<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)	20	<input type="checkbox"/> Heavy Weapons (0%)	70	<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	50
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	50
	<input type="checkbox"/> Athletics (30%)	60	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	70
	<input type="checkbox"/> Bureaucracy (10%)	10	<input type="checkbox"/> Melee Weapons (30%)	50	<input type="checkbox"/> Unarmed Combat (40%)	60
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%) Land	80	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	50	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	20
	<input type="checkbox"/> Demolitions (0%)	40	<input type="checkbox"/> Persuade (20%)	20	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	30	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	20			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	60	<input type="checkbox"/> Psychotherapy (10%)	30	<input type="checkbox"/>	

DB=1

Check a box when you attempt to use a skill and fail. After the session, add 1 to each checked skill and erase all checks.

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR	
	<table style="width:100%; border: none;"> <tr> <td style="width: 50%; border: none;">Tactical body armor - Armour Rating 5 Kevlar helmet - Armour Rating +1 Dog tags * 6 carbine magazines * 2 pistol magazines Flexible cuffs Tactical light Night vision goggles Military-band radio with earpiece and throat microphone Multitool Compass</td> <td style="width: 50%; border: none; vertical-align: top;">Field dressing GPS</td> </tr> </table>	Tactical body armor - Armour Rating 5 Kevlar helmet - Armour Rating +1 Dog tags * 6 carbine magazines * 2 pistol magazines Flexible cuffs Tactical light Night vision goggles Military-band radio with earpiece and throat microphone Multitool Compass
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16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	60%		1D4				
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(c) Medium Pistol	60%	15m	1D10				15
(d) Hand Grenade	60%	20m			15%	10m	2
(e) Smoke Grenade	60%	20m					2
(f) Flash-bang...	80%	20m	§			10m	2
(g) Combat Knife	50%		1D6+1	3			

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY														
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19. SPECIAL TRAINING	SKILL OR STAT USED															

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL CHAPIN, Erik		2. PROFESSION (RANK IF APPLICABLE) Special Operator		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Boling, TX		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 35 (JUN 21)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	x5	DISTINGUISHING FEATURES	PSYCHOLOGICAL DATA	11. BONDS	SCORE
	Strength (STR)	14	70	Sturdy		6	
	Constitution (CON)	13	65	Robust		6	
	Dexterity (DEX)	17	85	Acrobatic			
	Intelligence (INT)	14	70	Perceptive			
	Power (POW)	13	65	Stoic			
	Charisma (CHA)	6	30	Self conscious			
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT		12. MOTIVATIONS AND MENTAL DISORDERS	
	Hit Points (HP)		14				
	Willpower Points (WP)		13				
Sanity Points (SAN)		65					
Breaking Point (BP)		52					
10. PHYSICAL DESCRIPTION				13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE			
				Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted			

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	60	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)	70	<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	50
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	50
	<input type="checkbox"/> Athletics (30%)	60	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	70
	<input type="checkbox"/> Bureaucracy (10%)	10	<input type="checkbox"/> Melee Weapons (30%)	50	<input type="checkbox"/> Unarmed Combat (40%)	60
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%) Land	60	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	50	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	30	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)	60	<input type="checkbox"/> Persuade (20%)	40	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	30	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	40			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	80	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

Check a box when you attempt to use a skill and fail. After the session, add 1 to each checked skill and erase all checks.

DB=1

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR	
	<table style="width:100%; border: none;"> <tr> <td style="width: 50%; border: none;">Tactical body armor - Armour Rating 5 Kevlar helmet - Armour Rating +1 Dog tags * 6 carbine magazines * 2 pistol magazines Flexible cuffs Tactical light Night vision goggles Military-band radio with earpiece and throat microphone Multitool Compass</td> <td style="width: 50%; border: none; vertical-align: top;">Field dressing GPS</td> </tr> </table>	Tactical body armor - Armour Rating 5 Kevlar helmet - Armour Rating +1 Dog tags * 6 carbine magazines * 2 pistol magazines Flexible cuffs Tactical light Night vision goggles Military-band radio with earpiece and throat microphone Multitool Compass
Tactical body armor - Armour Rating 5 Kevlar helmet - Armour Rating +1 Dog tags * 6 carbine magazines * 2 pistol magazines Flexible cuffs Tactical light Night vision goggles Military-band radio with earpiece and throat microphone Multitool Compass	Field dressing GPS	

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	60%		1D4				
(b) Assault Carbine	80%	100m	1D12 †	3	10%		30 †
(c) Medium Pistol	80%	15m	1D10				15
(d) Hand Grenade	60%	20m			15%	10m	2
(e) Smoke Grenade	60%	20m					2
(f) Flash-bang...	80%	20m	§			10m	2
(g) Combat Knife	50%		1D6+1	3			

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY													
		<table border="1" style="width:100%; border-collapse: collapse; font-size: x-small;"> <thead> <tr> <th style="width: 50%;">19. SPECIAL TRAINING</th> <th style="width: 50%;">SKILL OR STAT USED</th> </tr> </thead> <tbody> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> </tbody> </table>	19. SPECIAL TRAINING	SKILL OR STAT USED											
19. SPECIAL TRAINING	SKILL OR STAT USED														

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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* In chest rig
† With holographic sight, targeting laser, & sound suppressor - +20% bonus to hit as long as shooter has taken no

damage since last action
‡ Use Lethality rating if firing bursts
§ Victim -40%

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DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL SORRELS, Keyleigh		2. PROFESSION (RANK IF APPLICABLE) Special Operator		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Quinlan, TX		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 47 (APR 2)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	11	55	
	Constitution (CON)	11	55	
	Dexterity (DEX)	12	60	
	Intelligence (INT)	11	55	
	Power (POW)	16	80	Forbearing
	Charisma (CHA)	17	85	Hypnotic
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		11	
	Willpower Points (WP)		16	
Sanity Points (SAN)		80		
Breaking Point (BP)		64		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		17
		17
12. MOTIVATIONS AND MENTAL DISORDERS		
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	30	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	60	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	40
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)	50	<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	50
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	50
	<input type="checkbox"/> Athletics (30%)	60	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	50
	<input type="checkbox"/> Bureaucracy (10%)	30	<input type="checkbox"/> Melee Weapons (30%)	50	<input type="checkbox"/> Unarmed Combat (40%)	60
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%) Land	80	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	50	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	30	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)	60	<input type="checkbox"/> Persuade (20%)	40	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	20			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	80	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=0

Check a box when you attempt to use a skill and fail. After the session, add 1 to each checked skill and erase all checks.

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR																					
	<table style="width:100%; border: none;"> <tr> <td style="width: 50%;">Tactical body armor - Armour Rating 5</td> <td style="width: 50%;">Field dressing</td> </tr> <tr> <td>Kevlar helmet - Armour Rating +1</td> <td>GPS</td> </tr> <tr> <td>Dog tags</td> <td></td> </tr> <tr> <td>* 6 carbine magazines</td> <td></td> </tr> <tr> <td>* 2 pistol magazines</td> <td></td> </tr> <tr> <td>Flexible cuffs</td> <td></td> </tr> <tr> <td>Tactical light</td> <td></td> </tr> <tr> <td>Night vision goggles</td> <td></td> </tr> <tr> <td>Military-band radio with earpiece and throat microphone</td> <td></td> </tr> <tr> <td>Multitool</td> <td></td> </tr> <tr> <td>Compass</td> <td></td> </tr> </table>	Tactical body armor - Armour Rating 5	Field dressing	Kevlar helmet - Armour Rating +1	GPS	Dog tags		* 6 carbine magazines		* 2 pistol magazines		Flexible cuffs		Tactical light		Night vision goggles		Military-band radio with earpiece and throat microphone		Multitool		Compass
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Night vision goggles																						
Military-band radio with earpiece and throat microphone																						
Multitool																						
Compass																						

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	60%		1D4-1				
(b) Assault Carbine	80%	100m	1D12 †	3	10%		30
(c) Medium Pistol	80%	15m	1D10				15
(d) Hand Grenade	60%	20m			15%	10m	2
(e) Smoke Grenade	60%	20m					2
(f) Flash-bang...	80%	20m	§			10m	2
(g) Combat Knife	50%		1D6	3			

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY														
		<table border="1" style="width:100%; border-collapse: collapse; font-size: x-small;"> <thead> <tr> <th style="width: 50%;">19. SPECIAL TRAINING</th> <th style="width: 50%;">SKILL OR STAT USED</th> </tr> </thead> <tbody> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> </tbody> </table>	19. SPECIAL TRAINING	SKILL OR STAT USED												
19. SPECIAL TRAINING	SKILL OR STAT USED															

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
-------------------------	---------------------

* In chest rig damage since last action
 † With holographic sight, targeting laser, & sound suppressor - +20% bonus to hit as long as shooter has taken no
 ‡ Use Lethality rating if firing bursts
 § Victim -40%

THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL TRACY, Daniel		2. PROFESSION (RANK IF APPLICABLE) Special Operator		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Richardsville, VA		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 37 (APR 2)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	17	85	Musclebound
	Constitution (CON)	14	70	Fit
	Dexterity (DEX)	10	50	
	Intelligence (INT)	10	50	
	Power (POW)	8	40	Nervous
	Charisma (CHA)	13	65	Likable
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		16	
	Willpower Points (WP)		8	
Sanity Points (SAN)		40		
Breaking Point (BP)		32		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		13
		13
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	80	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)	20	<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)	20	<input type="checkbox"/> Heavy Weapons (0%)	50	<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	50
			<input type="checkbox"/> HUMINT (10%)	30	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	50
	<input type="checkbox"/> Athletics (30%)	60	<input type="checkbox"/> Medicine (0%)	20	<input type="checkbox"/> Swim (20%)	50
	<input type="checkbox"/> Bureaucracy (10%)	10	<input type="checkbox"/> Melee Weapons (30%)	70	<input type="checkbox"/> Unarmed Combat (40%)	60
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%) Land	60	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	50	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)	40	<input type="checkbox"/> Persuade (20%)	40	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	20			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	80	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=2

Check a box when you attempt to use a skill and fail. After the session, add 1 to each checked skill and erase all checks.

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR																					
	<table style="width:100%; border: none;"> <tr> <td style="width: 50%;">Tactical body armor - Armour Rating 5</td> <td style="width: 50%;">Field dressing</td> </tr> <tr> <td>Kevlar helmet - Armour Rating +1</td> <td>GPS</td> </tr> <tr> <td>Dog tags</td> <td></td> </tr> <tr> <td>* 6 carbine magazines</td> <td></td> </tr> <tr> <td>* 2 pistol magazines</td> <td></td> </tr> <tr> <td>Flexible cuffs</td> <td></td> </tr> <tr> <td>Tactical light</td> <td></td> </tr> <tr> <td>Night vision goggles</td> <td></td> </tr> <tr> <td>Military-band radio with earpiece and throat microphone</td> <td></td> </tr> <tr> <td>Multitool</td> <td></td> </tr> <tr> <td>Compass</td> <td></td> </tr> </table>	Tactical body armor - Armour Rating 5	Field dressing	Kevlar helmet - Armour Rating +1	GPS	Dog tags		* 6 carbine magazines		* 2 pistol magazines		Flexible cuffs		Tactical light		Night vision goggles		Military-band radio with earpiece and throat microphone		Multitool		Compass
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Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	60%		1D4+1				
(b) Assault Carbine	80%	100m	1D12 †	3	10%		30
(c) Medium Pistol	80%	15m	1D10				15
(d) Hand Grenade	60%	20m			15%	10m	2
(e) Smoke Grenade	60%	20m					2
(f) Flash-bang...	80%	20m	§			10m	2
(g) Combat Knife	70%		1D6+2	3			

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY														
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Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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* In chest rig damage since last action
 † With holographic sight, targeting laser, & sound suppressor - +20% bonus to hit as long as shooter has taken no † Use Lethality rating if firing bursts
 § Victim -40%

THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL HERR, Chanel		2. PROFESSION (RANK IF APPLICABLE) Special Operator		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Waldo, FL		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 48 (APR 4)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES	PSYCHOLOGICAL DATA	11. BONDS	SCORE	
	Strength (STR)	14	70	Muscular			10	
	Constitution (CON)	10	50				10	
	Dexterity (DEX)	11	55					
	Intelligence (INT)	12	60					
	Power (POW)	15	75	Forbearing				
	Charisma (CHA)	10	50					
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT		12. MOTIVATIONS AND MENTAL DISORDERS		
	Hit Points (HP)		12					
	Willpower Points (WP)		15					
Sanity Points (SAN)		75						
Breaking Point (BP)		60						
10. PHYSICAL DESCRIPTION				13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE				
				Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted				

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	30
	<input type="checkbox"/> Alertness (20%)	60	<input type="checkbox"/> Forensics (0%)	20	<input type="checkbox"/> Science (0%):	20
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)	50	<input type="checkbox"/> SIGINT (0%)	20
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	50
			<input type="checkbox"/> HUMINT (10%)	30	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	50
	<input type="checkbox"/> Athletics (30%)	60	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	70
	<input type="checkbox"/> Bureaucracy (10%)	10	<input type="checkbox"/> Melee Weapons (30%)	50	<input type="checkbox"/> Unarmed Combat (40%)	60
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%) Land	60	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	50	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)	40	<input type="checkbox"/> Persuade (20%)	20	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):	20	<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	20			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	80	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=1

Check a box when you attempt to use a skill and fail. After the session, add 1 to each checked skill and erase all checks.

THIS IS A WORK OF FICTION

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR																					
	<table style="width:100%; border: none;"> <tr> <td style="width: 50%;">Tactical body armor - Armour Rating 5</td> <td style="width: 50%;">Field dressing</td> </tr> <tr> <td>Kevlar helmet - Armour Rating +1</td> <td>GPS</td> </tr> <tr> <td>Dog tags</td> <td></td> </tr> <tr> <td>* 6 carbine magazines</td> <td></td> </tr> <tr> <td>* 2 pistol magazines</td> <td></td> </tr> <tr> <td>Flexible cuffs</td> <td></td> </tr> <tr> <td>Tactical light</td> <td></td> </tr> <tr> <td>Night vision goggles</td> <td></td> </tr> <tr> <td>Military-band radio with earpiece and throat microphone</td> <td></td> </tr> <tr> <td>Multitool</td> <td></td> </tr> <tr> <td>Compass</td> <td></td> </tr> </table>	Tactical body armor - Armour Rating 5	Field dressing	Kevlar helmet - Armour Rating +1	GPS	Dog tags		* 6 carbine magazines		* 2 pistol magazines		Flexible cuffs		Tactical light		Night vision goggles		Military-band radio with earpiece and throat microphone		Multitool		Compass
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Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	60%		1D4				
(b) Assault Carbine	80%	100m	1D12 †	3	10%		30 †
(c) Medium Pistol	80%	15m	1D10				15
(d) Hand Grenade	60%	20m			15%	10m	2
(e) Smoke Grenade	60%	20m					2
(f) Flash-bang...	80%	20m	§			10m	2
(g) Combat Knife	50%		1D6+1	3			

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY														
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19. SPECIAL TRAINING	SKILL OR STAT USED															

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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* In chest rig damage since last action
 † With holographic sight, targeting laser, & sound suppressor - +20% bonus to hit as long as shooter has taken no † Use Lethality rating if firing bursts
 § Victim -40%

THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL HARBER, Aubrey		2. PROFESSION (RANK IF APPLICABLE) Special Operator		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Karlstad, MN		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 35 (FEB 13)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES	PSYCHOLOGICAL DATA	11. BONDS	SCORE	
	Strength (STR)	18	90	Musclebound			15	
	Constitution (CON)	13	65	Fit			15	
	Dexterity (DEX)	12	60					
	Intelligence (INT)	15	75	Crafty				
	Power (POW)	14	70	Brave				
	Charisma (CHA)	15	75	Prepossessing				
	9. DERIVED ATTRIBUTES		MAXIMUM			CURRENT	12. MOTIVATIONS AND MENTAL DISORDERS	
	Hit Points (HP)		16					
	Willpower Points (WP)		14					
Sanity Points (SAN)		70						
Breaking Point (BP)		56						
10. PHYSICAL DESCRIPTION					13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE			
					Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted			

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	30	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	60	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)	50	<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	50
			<input type="checkbox"/> HUMINT (10%)	30	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	50
	<input type="checkbox"/> Athletics (30%)	60	<input type="checkbox"/> Medicine (0%)	20	<input type="checkbox"/> Swim (20%)	50
	<input type="checkbox"/> Bureaucracy (10%)	30	<input type="checkbox"/> Melee Weapons (30%)	50	<input type="checkbox"/> Unarmed Combat (40%)	60
	<input type="checkbox"/> Computer Science (0%)	20	<input type="checkbox"/> Military Science (0%) Land	60	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	50	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)	40	<input type="checkbox"/> Persuade (20%)	40	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):	20	<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	40			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	60	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

Check a box when you attempt to use a skill and fail. After the session, add 1 to each checked skill and erase all checks.

DB=2

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR																					
	<table style="width:100%; border: none;"> <tr> <td style="width: 50%;">Tactical body armor - Armour Rating 5</td> <td style="width: 50%;">Field dressing</td> </tr> <tr> <td>Kevlar helmet - Armour Rating +1</td> <td>GPS</td> </tr> <tr> <td>Dog tags</td> <td></td> </tr> <tr> <td>* 6 carbine magazines</td> <td></td> </tr> <tr> <td>* 2 pistol magazines</td> <td></td> </tr> <tr> <td>Flexible cuffs</td> <td></td> </tr> <tr> <td>Tactical light</td> <td></td> </tr> <tr> <td>Night vision goggles</td> <td></td> </tr> <tr> <td>Military-band radio with earpiece and throat microphone</td> <td></td> </tr> <tr> <td>Multitool</td> <td></td> </tr> <tr> <td>Compass</td> <td></td> </tr> </table>	Tactical body armor - Armour Rating 5	Field dressing	Kevlar helmet - Armour Rating +1	GPS	Dog tags		* 6 carbine magazines		* 2 pistol magazines		Flexible cuffs		Tactical light		Night vision goggles		Military-band radio with earpiece and throat microphone		Multitool		Compass
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19. SPECIAL TRAINING	SKILL OR STAT USED															

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20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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* In chest rig
 † With holographic sight, targeting laser, & sound suppressor - +20% bonus to hit as long as shooter has taken no

damage since last action
 † Use Lethality rating if firing bursts
 § Victim -40%

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL SMIT, Beverly		2. PROFESSION (RANK IF APPLICABLE) Special Operator		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Knob Noster, MO		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 48 (JAN 11)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	11	55	
	Constitution (CON)	13	65	Resilient
	Dexterity (DEX)	13	65	Slick
	Intelligence (INT)	12	60	
	Power (POW)	11	55	
	Charisma (CHA)	12	60	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		12	
	Willpower Points (WP)		11	
Sanity Points (SAN)		55		
Breaking Point (BP)		44		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS		SCORE
			12
			12
	12. MOTIVATIONS AND MENTAL DISORDERS		
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE			
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted			

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	60	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	20
	<input type="checkbox"/> Anthropology (0%)	20	<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)	20	<input type="checkbox"/> Heavy Weapons (0%)	50	<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	50
			<input type="checkbox"/> HUMINT (10%)	30	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	50
	<input type="checkbox"/> Athletics (30%)	60	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	50
	<input type="checkbox"/> Bureaucracy (10%)	10	<input type="checkbox"/> Melee Weapons (30%)	50	<input type="checkbox"/> Unarmed Combat (40%)	60
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%) Land	60	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	70	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	30	<input type="checkbox"/> Occult (10%)	30	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)	60	<input type="checkbox"/> Persuade (20%)	20	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	20			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	60	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=0

Check a box when you attempt to use a skill and fail. After the session, add 1 to each checked skill and erase all checks.

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Tactical body armor - Armour Rating 5				Field dressing			
	Kevlar helmet - Armour Rating +1				GPS			
	Dog tags							
	* 6 carbine magazines							
	* 2 pistol magazines							
	Flexible cuffs							
	Tactical light							
	Night vision goggles							
	Military-band radio with earpiece and throat microphone							
Multitool								
Compass								
Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.								
16. WEAPONS								
(a) Unarmed	60%		1D4-1					
(b) Assault Carbine	60%	100m	1D12 †	3	10%		30 †	
(c) Medium Pistol	60%	15m	1D10				15	
(d) Hand Grenade	60%	20m			15%	10m	2	
(e) Smoke Grenade	60%	20m					2	
(f) Flash-bang...	80%	20m	§			10m	2	
(g) Combat Knife	50%		1D6	3				

REMARKS	17. PERSONAL DETAILS AND NOTES				18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY			
					19. SPECIAL TRAINING		SKILL OR STAT USED	

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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* In chest rig
 † With holographic sight, targeting laser, & sound suppressor - +20% bonus to hit as long as shooter has taken no damage since last action
 ‡ Use Lethality rating if firing bursts
 § Victim -40%

THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL CARLSON, Arturo		2. PROFESSION (RANK IF APPLICABLE) Special Operator		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) East Bethel, MN		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 52 (SEP 22)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES	PSYCHOLOGICAL DATA	11. BONDS	SCORE	
	Strength (STR)	13	65	Tough			16	
	Constitution (CON)	15	75	Fit			16	
	Dexterity (DEX)	10	50					
	Intelligence (INT)	10	50					
	Power (POW)	11	55					
	Charisma (CHA)	16	80	Affable				
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT		12. MOTIVATIONS AND MENTAL DISORDERS		
	Hit Points (HP)		14					
	Willpower Points (WP)		11					
Sanity Points (SAN)		55						
Breaking Point (BP)		44						
10. PHYSICAL DESCRIPTION					13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE			
					Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted			

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	60	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	40
	<input type="checkbox"/> Archeology (0%)	20	<input type="checkbox"/> Heavy Weapons (0%)	50	<input type="checkbox"/> SIGINT (0%)	20
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	50
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	50
	<input type="checkbox"/> Athletics (30%)	60	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	50
	<input type="checkbox"/> Bureaucracy (10%)	30	<input type="checkbox"/> Melee Weapons (30%)	50	<input type="checkbox"/> Unarmed Combat (40%)	60
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%) Land	60	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):	20	<input type="checkbox"/> Navigate (10%)	50	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	20
	<input type="checkbox"/> Demolitions (0%)	40	<input type="checkbox"/> Persuade (20%)	20	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)	20	<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	40			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	60	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

Check a box when you attempt to use a skill and fail. After the session, add 1 to each checked skill and erase all checks.

DB=1

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR	
	<table style="width:100%; border: none;"> <tr> <td style="width: 50%; border: none;">Tactical body armor - Armour Rating 5 Kevlar helmet - Armour Rating +1 Dog tags * 6 carbine magazines * 2 pistol magazines Flexible cuffs Tactical light Night vision goggles Military-band radio with earpiece and throat microphone Multitool Compass</td> <td style="width: 50%; border: none; vertical-align: top;">Field dressing GPS</td> </tr> </table>	Tactical body armor - Armour Rating 5 Kevlar helmet - Armour Rating +1 Dog tags * 6 carbine magazines * 2 pistol magazines Flexible cuffs Tactical light Night vision goggles Military-band radio with earpiece and throat microphone Multitool Compass
Tactical body armor - Armour Rating 5 Kevlar helmet - Armour Rating +1 Dog tags * 6 carbine magazines * 2 pistol magazines Flexible cuffs Tactical light Night vision goggles Military-band radio with earpiece and throat microphone Multitool Compass	Field dressing GPS	

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	60%		1D4				
(b) Assault Carbine	60%	100m	1D12 †	3	10%		30
(c) Medium Pistol	60%	15m	1D10				15
(d) Hand Grenade	60%	20m			15%	10m	2
(e) Smoke Grenade	60%	20m					2
(f) Flash-bang...	80%	20m	§			10m	2
(g) Combat Knife	50%		1D6+1	3			

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY													
		<table border="1" style="width:100%; border-collapse: collapse;"> <tr> <th style="width: 50%;">19. SPECIAL TRAINING</th> <th style="width: 50%;">SKILL OR STAT USED</th> </tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> </table>	19. SPECIAL TRAINING	SKILL OR STAT USED											
19. SPECIAL TRAINING	SKILL OR STAT USED														

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
-------------------------	---------------------

* In chest rig damage since last action
† With holographic sight, targeting laser, & sound suppressor - +20% bonus to hit as long as shooter has taken no † Use Lethality rating if firing bursts
§ Victim -40%

THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL CHAN, Holli		2. PROFESSION (RANK IF APPLICABLE) Special Operator		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Birmingham, AL		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 26 (SEP 5)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	10	50	
	Constitution (CON)	11	55	
	Dexterity (DEX)	10	50	
	Intelligence (INT)	15	75	Ingenious
	Power (POW)	14	70	Strong-willed
	Charisma (CHA)	12	60	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		10	
	Willpower Points (WP)		14	
Sanity Points (SAN)		70		
Breaking Point (BP)		56		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		12
		12
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	60	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)	20	<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)	50	<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	30	<input type="checkbox"/> Stealth (10%)	50
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	50
	<input type="checkbox"/> Athletics (30%)	60	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	70
	<input type="checkbox"/> Bureaucracy (10%)	10	<input type="checkbox"/> Melee Weapons (30%)	70	<input type="checkbox"/> Unarmed Combat (40%)	80
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%) Land	60	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	50	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)	40	<input type="checkbox"/> Persuade (20%)	40	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	30	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	40			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	60	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=0

Check a box when you attempt to use a skill and fail. After the session, add 1 to each checked skill and erase all checks.

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR	
	<table style="width:100%; border: none;"> <tr> <td style="width: 50%; border: none;">Tactical body armor - Armour Rating 5 Kevlar helmet - Armour Rating +1 Dog tags * 6 carbine magazines * 2 pistol magazines Flexible cuffs Tactical light Night vision goggles Military-band radio with earpiece and throat microphone Multitool Compass</td> <td style="width: 50%; border: none; vertical-align: top;">Field dressing GPS</td> </tr> </table>	Tactical body armor - Armour Rating 5 Kevlar helmet - Armour Rating +1 Dog tags * 6 carbine magazines * 2 pistol magazines Flexible cuffs Tactical light Night vision goggles Military-band radio with earpiece and throat microphone Multitool Compass
Tactical body armor - Armour Rating 5 Kevlar helmet - Armour Rating +1 Dog tags * 6 carbine magazines * 2 pistol magazines Flexible cuffs Tactical light Night vision goggles Military-band radio with earpiece and throat microphone Multitool Compass	Field dressing GPS	

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	80%		1D4-1				
(b) Assault Carbine	60%	100m	1D12 †	3	10%		30
(c) Medium Pistol	60%	15m	1D10				15
(d) Hand Grenade	60%	20m			15%	10m	2
(e) Smoke Grenade	60%	20m					2
(f) Flash-bang...	80%	20m	§			10m	2
(g) Combat Knife	70%		1D6	3			

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY													
		<table border="1" style="width:100%; border-collapse: collapse; font-size: x-small;"> <tr> <th style="width: 50%;">19. SPECIAL TRAINING</th> <th style="width: 50%;">SKILL OR STAT USED</th> </tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> </table>	19. SPECIAL TRAINING	SKILL OR STAT USED											
19. SPECIAL TRAINING	SKILL OR STAT USED														

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
-------------------------	---------------------

* In chest rig
† With holographic sight, targeting laser, & sound suppressor - +20% bonus to hit as long as shooter has taken no

damage since last action
‡ Use Lethality rating if firing bursts
§ Victim -40%

THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL BYRNES, Lonnie		2. PROFESSION (RANK IF APPLICABLE) Special Operator		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Faison, NC		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 45 (SEP 14)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES	PSYCHOLOGICAL DATA	11. BONDS	SCORE
	Strength (STR)	13	65	Sturdy			11
	Constitution (CON)	11	55				11
	Dexterity (DEX)	13	65	Agile			
	Intelligence (INT)	12	60				
	Power (POW)	12	60				
	Charisma (CHA)	11	55				
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT		12. MOTIVATIONS AND MENTAL DISORDERS	
	Hit Points (HP)		12				
	Willpower Points (WP)		12				
Sanity Points (SAN)		60					
Breaking Point (BP)		48					
10. PHYSICAL DESCRIPTION				13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE			
				Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted			

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	30	<input type="checkbox"/> First Aid (10%)	30	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	60	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	20
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)	20	<input type="checkbox"/> Heavy Weapons (0%)	50	<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	50
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	50
	<input type="checkbox"/> Athletics (30%)	60	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	70
	<input type="checkbox"/> Bureaucracy (10%)	10	<input type="checkbox"/> Melee Weapons (30%)	50	<input type="checkbox"/> Unarmed Combat (40%)	60
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%) Land	60	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	50	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)	60	<input type="checkbox"/> Persuade (20%)	20	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)	20	<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	40			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	60	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

Check a box when you attempt to use a skill and fail. After the session, add 1 to each checked skill and erase all checks.

DB=1

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR	
	<table style="width:100%; border: none;"> <tr> <td style="width: 50%; border: none;">Tactical body armor - Armour Rating 5 Kevlar helmet - Armour Rating +1 Dog tags * 6 carbine magazines * 2 pistol magazines Flexible cuffs Tactical light Night vision goggles Military-band radio with earpiece and throat microphone Multitool Compass</td> <td style="width: 50%; border: none; vertical-align: top;">Field dressing GPS</td> </tr> </table>	Tactical body armor - Armour Rating 5 Kevlar helmet - Armour Rating +1 Dog tags * 6 carbine magazines * 2 pistol magazines Flexible cuffs Tactical light Night vision goggles Military-band radio with earpiece and throat microphone Multitool Compass
Tactical body armor - Armour Rating 5 Kevlar helmet - Armour Rating +1 Dog tags * 6 carbine magazines * 2 pistol magazines Flexible cuffs Tactical light Night vision goggles Military-band radio with earpiece and throat microphone Multitool Compass	Field dressing GPS	

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	60%		1D4				
(b) Assault Carbine	60%	100m	1D12 †	3	10%		30
(c) Medium Pistol	60%	15m	1D10				15
(d) Hand Grenade	60%	20m			15%	10m	2
(e) Smoke Grenade	60%	20m					2
(f) Flash-bang...	80%	20m	§			10m	2
(g) Combat Knife	50%		1D6+1	3			

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY													
		<table border="1" style="width:100%; border-collapse: collapse;"> <tr> <th style="width: 50%;">19. SPECIAL TRAINING</th> <th style="width: 50%;">SKILL OR STAT USED</th> </tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> </table>	19. SPECIAL TRAINING	SKILL OR STAT USED											
19. SPECIAL TRAINING	SKILL OR STAT USED														

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
-------------------------	---------------------

* In chest rig damage since last action
† With holographic sight, targeting laser, & sound suppressor - +20% bonus to hit as long as shooter has taken no † Use Lethality rating if firing bursts
§ Victim -40%

THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL LAURIA, Liana		2. PROFESSION (RANK IF APPLICABLE) Special Operator		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Grass Creek, WY		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 47 (SEP 28)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	7	35	Puny
	Constitution (CON)	13	65	Fit
	Dexterity (DEX)	15	75	Nimble
	Intelligence (INT)	13	65	Ingenious
	Power (POW)	9	45	
	Charisma (CHA)	11	55	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		10	
	Willpower Points (WP)		9	
Sanity Points (SAN)		45		
Breaking Point (BP)		36		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS		SCORE	
			11	
			11	
	12. MOTIVATIONS AND MENTAL DISORDERS			
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE				
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted				

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	60	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	30	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)	50	<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	50
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	50
	<input type="checkbox"/> Athletics (30%)	60	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	50
	<input type="checkbox"/> Bureaucracy (10%)	30	<input type="checkbox"/> Melee Weapons (30%)	70	<input type="checkbox"/> Unarmed Combat (40%)	60
	<input type="checkbox"/> Computer Science (0%)	20	<input type="checkbox"/> Military Science (0%) Land	60	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):	20	<input type="checkbox"/> Navigate (10%)	70	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)	60	<input type="checkbox"/> Persuade (20%)	20	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)	20	<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	20			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	60	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=-1

Check a box when you attempt to use a skill and fail. After the session, add 1 to each checked skill and erase all checks.

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR																					
	<table style="width:100%; border:none;"> <tr> <td style="width:50%;">Tactical body armor - Armour Rating 5</td> <td style="width:50%;">Field dressing</td> </tr> <tr> <td>Kevlar helmet - Armour Rating +1</td> <td>GPS</td> </tr> <tr> <td>Dog tags</td> <td></td> </tr> <tr> <td>* 6 carbine magazines</td> <td></td> </tr> <tr> <td>* 2 pistol magazines</td> <td></td> </tr> <tr> <td>Flexible cuffs</td> <td></td> </tr> <tr> <td>Tactical light</td> <td></td> </tr> <tr> <td>Night vision goggles</td> <td></td> </tr> <tr> <td>Military-band radio with earpiece and throat microphone</td> <td></td> </tr> <tr> <td>Multitool</td> <td></td> </tr> <tr> <td>Compass</td> <td></td> </tr> </table>	Tactical body armor - Armour Rating 5	Field dressing	Kevlar helmet - Armour Rating +1	GPS	Dog tags		* 6 carbine magazines		* 2 pistol magazines		Flexible cuffs		Tactical light		Night vision goggles		Military-band radio with earpiece and throat microphone		Multitool		Compass
Tactical body armor - Armour Rating 5	Field dressing																					
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Night vision goggles																						
Military-band radio with earpiece and throat microphone																						
Multitool																						
Compass																						

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	60%		1D4-2				
(b) Assault Carbine	60%	100m	1D12 †	3	10%		30
(c) Medium Pistol	60%	15m	1D10				15
(d) Hand Grenade	60%	20m			15%	10m	2
(e) Smoke Grenade	60%	20m					2
(f) Flash-bang...	80%	20m	§			10m	2
(g) Combat Knife	70%		1D6-1	3			

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY													
		<table border="1" style="width:100%; border-collapse: collapse; font-size: x-small;"> <thead> <tr> <th style="width:60%;">19. SPECIAL TRAINING</th> <th style="width:40%;">SKILL OR STAT USED</th> </tr> </thead> <tbody> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> </tbody> </table>	19. SPECIAL TRAINING	SKILL OR STAT USED											
19. SPECIAL TRAINING	SKILL OR STAT USED														

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
-------------------------	---------------------

* In chest rig
 † With holographic sight, targeting laser, & sound suppressor - +20% bonus to hit as long as shooter has taken no

damage since last action
 † Use Lethality rating if firing bursts
 § Victim -40%

THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL NEWTON, Josue		2. PROFESSION (RANK IF APPLICABLE) Special Operator		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Jacksonville, NC		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 45 (MAY 9)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	14	70	Sturdy
	Constitution (CON)	18	90	Tough
	Dexterity (DEX)	13	65	Deft
	Intelligence (INT)	7	35	Slow
	Power (POW)	15	75	Unflinching
	Charisma (CHA)	9	45	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		16	
	Willpower Points (WP)		15	
Sanity Points (SAN)		75		
Breaking Point (BP)		60		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		9
		9
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	30	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	60	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	40
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)	70	<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	50
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	50
	<input type="checkbox"/> Athletics (30%)	60	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	50
	<input type="checkbox"/> Bureaucracy (10%)	10	<input type="checkbox"/> Melee Weapons (30%)	70	<input type="checkbox"/> Unarmed Combat (40%)	60
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%) Land	80	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	50	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)	60	<input type="checkbox"/> Persuade (20%)	20	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	40			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	80	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=1

Check a box when you attempt to use a skill and fail. After the session, add 1 to each checked skill and erase all checks.

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR																					
	<table style="width:100%; border:none;"> <tr> <td style="width:50%;">Tactical body armor - Armour Rating 5</td> <td style="width:50%;">Field dressing</td> </tr> <tr> <td>Kevlar helmet - Armour Rating +1</td> <td>GPS</td> </tr> <tr> <td>Dog tags</td> <td></td> </tr> <tr> <td>* 6 carbine magazines</td> <td></td> </tr> <tr> <td>* 2 pistol magazines</td> <td></td> </tr> <tr> <td>Flexible cuffs</td> <td></td> </tr> <tr> <td>Tactical light</td> <td></td> </tr> <tr> <td>Night vision goggles</td> <td></td> </tr> <tr> <td>Military-band radio with earpiece and throat microphone</td> <td></td> </tr> <tr> <td>Multitool</td> <td></td> </tr> <tr> <td>Compass</td> <td></td> </tr> </table>	Tactical body armor - Armour Rating 5	Field dressing	Kevlar helmet - Armour Rating +1	GPS	Dog tags		* 6 carbine magazines		* 2 pistol magazines		Flexible cuffs		Tactical light		Night vision goggles		Military-band radio with earpiece and throat microphone		Multitool		Compass
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Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	60%		1D4				
(b) Assault Carbine	80%	100m	1D12 †	3	10%		30 †
(c) Medium Pistol	80%	15m	1D10				15
(d) Hand Grenade	60%	20m			15%	10m	2
(e) Smoke Grenade	60%	20m					2
(f) Flash-bang...	80%	20m	§			10m	2
(g) Combat Knife	70%		1D6+1	3			

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY													
		<table border="1" style="width:100%; border-collapse: collapse; font-size: x-small;"> <tr> <th style="width:50%;">19. SPECIAL TRAINING</th> <th style="width:50%;">SKILL OR STAT USED</th> </tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> </table>	19. SPECIAL TRAINING	SKILL OR STAT USED											
19. SPECIAL TRAINING	SKILL OR STAT USED														

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
-------------------------	---------------------

* In chest rig damage since last action
† With holographic sight, targeting laser, & sound suppressor - +20% bonus to hit as long as shooter has taken no † Use Lethality rating if firing bursts
§ Victim -40%

THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL GERHARD, Tania		2. PROFESSION (RANK IF APPLICABLE) Special Operator		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Macedonia, IL		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 35 (JAN 18)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES	PSYCHOLOGICAL DATA	11. BONDS	SCORE	
	Strength (STR)	15	75	Tough			13	
	Constitution (CON)	14	70	Resistant			13	
	Dexterity (DEX)	12	60					
	Intelligence (INT)	15	75	Astute				
	Power (POW)	13	65	Strong-willed				
	Charisma (CHA)	13	65	Approachable				
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT		12. MOTIVATIONS AND MENTAL DISORDERS		
	Hit Points (HP)		14					
	Willpower Points (WP)		13					
Sanity Points (SAN)		65						
Breaking Point (BP)		52						
10. PHYSICAL DESCRIPTION					13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE			
					Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted			

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	60	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)	70	<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	30	<input type="checkbox"/> Stealth (10%)	50
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	20
	<input type="checkbox"/> Artillery (0%)	20	<input type="checkbox"/> Law (0%)	20	<input type="checkbox"/> Survival (10%)	50
	<input type="checkbox"/> Athletics (30%)	60	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	50
	<input type="checkbox"/> Bureaucracy (10%)	10	<input type="checkbox"/> Melee Weapons (30%)	50	<input type="checkbox"/> Unarmed Combat (40%)	60
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%) Land	60	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	50	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)	40	<input type="checkbox"/> Persuade (20%)	40	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)	20	<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	20			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	80	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

Check a box when you attempt to use a skill and fail. After the session, add 1 to each checked skill and erase all checks.

DB=1

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR	
	<table style="width:100%; border: none;"> <tr> <td style="width: 50%; border: none;">Tactical body armor - Armour Rating 5 Kevlar helmet - Armour Rating +1 Dog tags * 6 carbine magazines * 2 pistol magazines Flexible cuffs Tactical light Night vision goggles Military-band radio with earpiece and throat microphone Multitool Compass</td> <td style="width: 50%; border: none; vertical-align: top;">Field dressing GPS</td> </tr> </table>	Tactical body armor - Armour Rating 5 Kevlar helmet - Armour Rating +1 Dog tags * 6 carbine magazines * 2 pistol magazines Flexible cuffs Tactical light Night vision goggles Military-band radio with earpiece and throat microphone Multitool Compass
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Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	60%		1D4				
(b) Assault Carbine	80%	100m	1D12 †	3	10%		30 †
(c) Medium Pistol	80%	15m	1D10				15
(d) Hand Grenade	60%	20m			15%	10m	2
(e) Smoke Grenade	60%	20m					2
(f) Flash-bang...	80%	20m	§			10m	2
(g) Combat Knife	50%		1D6+1	3			

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY														
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19. SPECIAL TRAINING	SKILL OR STAT USED															

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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* In chest rig damage since last action
 † With holographic sight, targeting laser, & sound suppressor - +20% bonus to hit as long as shooter has taken no † Use Lethality rating if firing bursts
 § Victim -40%

THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL KNISLEY, Mitchell		2. PROFESSION (RANK IF APPLICABLE) Special Operator		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Chamisal, NM		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 34 (OCT 17)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	11	55	
	Constitution (CON)	12	60	
	Dexterity (DEX)	11	55	
	Intelligence (INT)	13	65	Perceptive
	Power (POW)	12	60	
	Charisma (CHA)	13	65	Approachable
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		12	
	Willpower Points (WP)		12	
Sanity Points (SAN)		60		
Breaking Point (BP)		48		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		13
		13
12. MOTIVATIONS AND MENTAL DISORDERS		
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	60	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)	70	<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	50
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	50
	<input type="checkbox"/> Athletics (30%)	60	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	50
	<input type="checkbox"/> Bureaucracy (10%)	30	<input type="checkbox"/> Melee Weapons (30%)	50	<input type="checkbox"/> Unarmed Combat (40%)	60
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%) Land	80	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	50	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	30	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)	60	<input type="checkbox"/> Persuade (20%)	20	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):	20	<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	40			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	80	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=0

Check a box when you attempt to use a skill and fail. After the session, add 1 to each checked skill and erase all checks.

THIS IS A WORK OF FICTION

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR																					
	<table style="width:100%; border:none;"> <tr> <td style="width:50%;">Tactical body armor - Armour Rating 5</td> <td style="width:50%;">Field dressing</td> </tr> <tr> <td>Kevlar helmet - Armour Rating +1</td> <td>GPS</td> </tr> <tr> <td>Dog tags</td> <td></td> </tr> <tr> <td>* 6 carbine magazines</td> <td></td> </tr> <tr> <td>* 2 pistol magazines</td> <td></td> </tr> <tr> <td>Flexible cuffs</td> <td></td> </tr> <tr> <td>Tactical light</td> <td></td> </tr> <tr> <td>Night vision goggles</td> <td></td> </tr> <tr> <td>Military-band radio with earpiece and throat microphone</td> <td></td> </tr> <tr> <td>Multitool</td> <td></td> </tr> <tr> <td>Compass</td> <td></td> </tr> </table>	Tactical body armor - Armour Rating 5	Field dressing	Kevlar helmet - Armour Rating +1	GPS	Dog tags		* 6 carbine magazines		* 2 pistol magazines		Flexible cuffs		Tactical light		Night vision goggles		Military-band radio with earpiece and throat microphone		Multitool		Compass
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Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	60%		1D4-1				
(b) Assault Carbine	80%	100m	1D12 †	3	10%		30
(c) Medium Pistol	80%	15m	1D10				15
(d) Hand Grenade	60%	20m			15%	10m	2
(e) Smoke Grenade	60%	20m					2
(f) Flash-bang...	80%	20m	§			10m	2
(g) Combat Knife	50%		1D6	3			

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY														
		<table border="1" style="width:100%; border-collapse: collapse;"> <tr> <th style="width:50%;">19. SPECIAL TRAINING</th> <th style="width:50%;">SKILL OR STAT USED</th> </tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> </table>	19. SPECIAL TRAINING	SKILL OR STAT USED												
19. SPECIAL TRAINING	SKILL OR STAT USED															

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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* In chest rig damage since last action
 † With holographic sight, targeting laser, & sound suppressor - +20% bonus to hit as long as shooter has taken no † Use Lethality rating if firing bursts
 § Victim -40%

THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL MCALEER, Mattie		2. PROFESSION (RANK IF APPLICABLE) Special Operator		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) New Castle, KY		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 36 (JUL 14)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	11	55	
	Constitution (CON)	12	60	
	Dexterity (DEX)	14	70	Quick footed
	Intelligence (INT)	9	45	
	Power (POW)	11	55	
	Charisma (CHA)	17	85	Captivating
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		12	
	Willpower Points (WP)		11	
Sanity Points (SAN)		55		
Breaking Point (BP)		44		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		17
		17
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <i>adapted</i> Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <i>adapted</i>		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	60	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)	20	<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)	50	<input type="checkbox"/> SIGINT (0%)	20
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	50
			<input type="checkbox"/> HUMINT (10%)	30	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)	20	<input type="checkbox"/> Survival (10%)	50
	<input type="checkbox"/> Athletics (30%)	60	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	70
	<input type="checkbox"/> Bureaucracy (10%)	30	<input type="checkbox"/> Melee Weapons (30%)	50	<input type="checkbox"/> Unarmed Combat (40%)	60
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%) Land	60	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	50	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)	40	<input type="checkbox"/> Persuade (20%)	20	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)	20	<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	50	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	20			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	60	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=0

Check a box when you attempt to use a skill and fail. After the session, add 1 to each checked skill and erase all checks.

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR																					
	<table style="width:100%; border:none;"> <tr> <td style="width:50%;">Tactical body armor - Armour Rating 5</td> <td style="width:50%;">Field dressing</td> </tr> <tr> <td>Kevlar helmet - Armour Rating +1</td> <td>GPS</td> </tr> <tr> <td>Dog tags</td> <td></td> </tr> <tr> <td>* 6 carbine magazines</td> <td></td> </tr> <tr> <td>* 2 pistol magazines</td> <td></td> </tr> <tr> <td>Flexible cuffs</td> <td></td> </tr> <tr> <td>Tactical light</td> <td></td> </tr> <tr> <td>Night vision goggles</td> <td></td> </tr> <tr> <td>Military-band radio with earpiece and throat microphone</td> <td></td> </tr> <tr> <td>Multitool</td> <td></td> </tr> <tr> <td>Compass</td> <td></td> </tr> </table>	Tactical body armor - Armour Rating 5	Field dressing	Kevlar helmet - Armour Rating +1	GPS	Dog tags		* 6 carbine magazines		* 2 pistol magazines		Flexible cuffs		Tactical light		Night vision goggles		Military-band radio with earpiece and throat microphone		Multitool		Compass
Tactical body armor - Armour Rating 5	Field dressing																					
Kevlar helmet - Armour Rating +1	GPS																					
Dog tags																						
* 6 carbine magazines																						
* 2 pistol magazines																						
Flexible cuffs																						
Tactical light																						
Night vision goggles																						
Military-band radio with earpiece and throat microphone																						
Multitool																						
Compass																						

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	60%		1D4-1				
(b) Assault Carbine	60%	100m	1D12 †	3	10%		30
(c) Medium Pistol	60%	15m	1D10				15
(d) Hand Grenade	60%	20m			15%	10m	2
(e) Smoke Grenade	60%	20m					2
(f) Flash-bang...	80%	20m	§			10m	2
(g) Combat Knife	50%		1D6	3			

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY														
		<table border="1" style="width:100%; border-collapse: collapse; font-size: x-small;"> <tr> <th style="width:50%;">19. SPECIAL TRAINING</th> <th style="width:50%;">SKILL OR STAT USED</th> </tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> </table>	19. SPECIAL TRAINING	SKILL OR STAT USED												
19. SPECIAL TRAINING	SKILL OR STAT USED															

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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* In chest rig
 † With holographic sight, targeting laser, & sound suppressor - +20% bonus to hit as long as shooter has taken no

damage since last action
 † Use Lethality rating if firing bursts
 § Victim -40%

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL LOMELI, Joey		2. PROFESSION (RANK IF APPLICABLE) Special Operator		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Hartselle, AL		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 46 (MAY 17)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	17	85	Strapping
	Constitution (CON)	13	65	Resilient
	Dexterity (DEX)	8	40	Clumsy
	Intelligence (INT)	14	70	Cunning
	Power (POW)	10	50	
	Charisma (CHA)	10	50	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		15	
	Willpower Points (WP)		10	
Sanity Points (SAN)		50		
Breaking Point (BP)		40		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE	
		10	
		10	
	12. MOTIVATIONS AND MENTAL DISORDERS		
	13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted			

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	60	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)	20	<input type="checkbox"/> Heavy Machinery (10%)	30	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)	70	<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	70
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	50
	<input type="checkbox"/> Athletics (30%)	60	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	70
	<input type="checkbox"/> Bureaucracy (10%)	10	<input type="checkbox"/> Melee Weapons (30%)	50	<input type="checkbox"/> Unarmed Combat (40%)	80
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%) Land	60	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	50	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)	40	<input type="checkbox"/> Persuade (20%)	20	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)	20	<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	50	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	20			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	60	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=2

Check a box when you attempt to use a skill and fail. After the session, add 1 to each checked skill and erase all checks.

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR	
	<table style="width:100%; border: none;"> <tr> <td style="width: 50%; border: none;">Tactical body armor - Armour Rating 5 Kevlar helmet - Armour Rating +1 Dog tags * 6 carbine magazines * 2 pistol magazines Flexible cuffs Tactical light Night vision goggles Military-band radio with earpiece and throat microphone Multitool Compass</td> <td style="width: 50%; border: none; vertical-align: top;">Field dressing GPS</td> </tr> </table>	Tactical body armor - Armour Rating 5 Kevlar helmet - Armour Rating +1 Dog tags * 6 carbine magazines * 2 pistol magazines Flexible cuffs Tactical light Night vision goggles Military-band radio with earpiece and throat microphone Multitool Compass
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Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	80%		1D4+1				
(b) Assault Carbine	60%	100m	1D12 †	3	10%		30
(c) Medium Pistol	60%	15m	1D10				15
(d) Hand Grenade	60%	20m			15%	10m	2
(e) Smoke Grenade	60%	20m					2
(f) Flash-bang...	80%	20m	§			10m	2
(g) Combat Knife	50%		1D6+2	3			

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY													
		<table border="1" style="width:100%; border-collapse: collapse; font-size: x-small;"> <thead> <tr> <th style="width: 60%;">19. SPECIAL TRAINING</th> <th style="width: 40%;">SKILL OR STAT USED</th> </tr> </thead> <tbody> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> </tbody> </table>	19. SPECIAL TRAINING	SKILL OR STAT USED											
19. SPECIAL TRAINING	SKILL OR STAT USED														

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
-------------------------	---------------------

* In chest rig damage since last action
 † With holographic sight, targeting laser, & sound suppressor - +20% bonus to hit as long as shooter has taken no † Use Lethality rating if firing bursts
 § Victim -40%

THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL NALLS, Belinda		2. PROFESSION (RANK IF APPLICABLE) Special Operator		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Bowman, GA		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 32 (JUL 16)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	8	40	Puny
	Constitution (CON)	14	70	Fit
	Dexterity (DEX)	17	85	Quick
	Intelligence (INT)	13	65	Quick witted
	Power (POW)	10	50	
	Charisma (CHA)	10	50	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		11	
	Willpower Points (WP)		10	
Sanity Points (SAN)		50		
Breaking Point (BP)		40		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		10
		10
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	60	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)	50	<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	50
			<input type="checkbox"/> HUMINT (10%)	30	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	50
	<input type="checkbox"/> Athletics (30%)	60	<input type="checkbox"/> Medicine (0%)	20	<input type="checkbox"/> Swim (20%)	70
	<input type="checkbox"/> Bureaucracy (10%)	10	<input type="checkbox"/> Melee Weapons (30%)	70	<input type="checkbox"/> Unarmed Combat (40%)	80
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%) Land	60	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	50	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	20
	<input type="checkbox"/> Demolitions (0%)	40	<input type="checkbox"/> Persuade (20%)	20	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	30	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	20			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	60	<input type="checkbox"/> Psychotherapy (10%)	30	<input type="checkbox"/>	

DB=-1

Check a box when you attempt to use a skill and fail. After the session, add 1 to each checked skill and erase all checks.

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR																					
	<table style="width:100%; border:none;"> <tr> <td style="width:50%;">Tactical body armor - Armour Rating 5</td> <td style="width:50%;">Field dressing</td> </tr> <tr> <td>Kevlar helmet - Armour Rating +1</td> <td>GPS</td> </tr> <tr> <td>Dog tags</td> <td></td> </tr> <tr> <td>* 6 carbine magazines</td> <td></td> </tr> <tr> <td>* 2 pistol magazines</td> <td></td> </tr> <tr> <td>Flexible cuffs</td> <td></td> </tr> <tr> <td>Tactical light</td> <td></td> </tr> <tr> <td>Night vision goggles</td> <td></td> </tr> <tr> <td>Military-band radio with earpiece and throat microphone</td> <td></td> </tr> <tr> <td>Multitool</td> <td></td> </tr> <tr> <td>Compass</td> <td></td> </tr> </table>	Tactical body armor - Armour Rating 5	Field dressing	Kevlar helmet - Armour Rating +1	GPS	Dog tags		* 6 carbine magazines		* 2 pistol magazines		Flexible cuffs		Tactical light		Night vision goggles		Military-band radio with earpiece and throat microphone		Multitool		Compass
Tactical body armor - Armour Rating 5	Field dressing																					
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Night vision goggles																						
Military-band radio with earpiece and throat microphone																						
Multitool																						
Compass																						

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	80%		1D4-2				
(b) Assault Carbine	60%	100m	1D12 †	3	10%		30 †
(c) Medium Pistol	60%	15m	1D10				15
(d) Hand Grenade	60%	20m			15%	10m	2
(e) Smoke Grenade	60%	20m					2
(f) Flash-bang...	80%	20m	§			10m	2
(g) Combat Knife	70%		1D6-1	3			

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY													
		<table border="1" style="width:100%; border-collapse: collapse; font-size: x-small;"> <tr> <th style="width:50%;">19. SPECIAL TRAINING</th> <th style="width:50%;">SKILL OR STAT USED</th> </tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> </table>	19. SPECIAL TRAINING	SKILL OR STAT USED											
19. SPECIAL TRAINING	SKILL OR STAT USED														

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
-------------------------	---------------------

* In chest rig damage since last action
† With holographic sight, targeting laser, & sound suppressor - +20% bonus to hit as long as shooter has taken no † Use Lethality rating if firing bursts
§ Victim -40%

THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL MAUCK, Alfred		2. PROFESSION (RANK IF APPLICABLE) Special Operator		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Dover, DE		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 27 (MAY 28)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	12	60	
	Constitution (CON)	13	65	Perfect health
	Dexterity (DEX)	11	55	
	Intelligence (INT)	12	60	
	Power (POW)	11	55	
	Charisma (CHA)	13	65	Charming
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		12	
	Willpower Points (WP)		11	
Sanity Points (SAN)		55		
Breaking Point (BP)		44		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		13
		13
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <i>adapted</i> Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <i>adapted</i>		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	60	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)	50	<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	70
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	50
	<input type="checkbox"/> Athletics (30%)	60	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	70
	<input type="checkbox"/> Bureaucracy (10%)	10	<input type="checkbox"/> Melee Weapons (30%)	50	<input type="checkbox"/> Unarmed Combat (40%)	60
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%) Land	80	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	50	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	30	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)	60	<input type="checkbox"/> Persuade (20%)	40	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)	20	<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	20			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	60	<input type="checkbox"/> Psychotherapy (10%)	30	<input type="checkbox"/>	

DB=0

Check a box when you attempt to use a skill and fail. After the session, add 1 to each checked skill and erase all checks.

THIS IS A WORK OF FICTION

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR																					
	<table style="width:100%; border:none;"> <tr> <td style="width:50%;">Tactical body armor - Armour Rating 5</td> <td style="width:50%;">Field dressing</td> </tr> <tr> <td>Kevlar helmet - Armour Rating +1</td> <td>GPS</td> </tr> <tr> <td>Dog tags</td> <td></td> </tr> <tr> <td>* 6 carbine magazines</td> <td></td> </tr> <tr> <td>* 2 pistol magazines</td> <td></td> </tr> <tr> <td>Flexible cuffs</td> <td></td> </tr> <tr> <td>Tactical light</td> <td></td> </tr> <tr> <td>Night vision goggles</td> <td></td> </tr> <tr> <td>Military-band radio with earpiece and throat microphone</td> <td></td> </tr> <tr> <td>Multitool</td> <td></td> </tr> <tr> <td>Compass</td> <td></td> </tr> </table>	Tactical body armor - Armour Rating 5	Field dressing	Kevlar helmet - Armour Rating +1	GPS	Dog tags		* 6 carbine magazines		* 2 pistol magazines		Flexible cuffs		Tactical light		Night vision goggles		Military-band radio with earpiece and throat microphone		Multitool		Compass
Tactical body armor - Armour Rating 5	Field dressing																					
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Tactical light																						
Night vision goggles																						
Military-band radio with earpiece and throat microphone																						
Multitool																						
Compass																						

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	60%		1D4-1				
(b) Assault Carbine	60%	100m	1D12 †	3	10%		30 †
(c) Medium Pistol	60%	15m	1D10				15
(d) Hand Grenade	60%	20m			15%	10m	2
(e) Smoke Grenade	60%	20m					2
(f) Flash-bang...	80%	20m	§			10m	2
(g) Combat Knife	50%		1D6	3			

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY													
		<table border="1" style="width:100%; border-collapse: collapse; font-size: x-small;"> <tr> <th style="width:50%;">19. SPECIAL TRAINING</th> <th style="width:50%;">SKILL OR STAT USED</th> </tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> </table>	19. SPECIAL TRAINING	SKILL OR STAT USED											
19. SPECIAL TRAINING	SKILL OR STAT USED														

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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* In chest rig
 † With holographic sight, targeting laser, & sound suppressor - +20% bonus to hit as long as shooter has taken no

damage since last action
 † Use Lethality rating if firing bursts
 § Victim -40%

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL TEITELBAUM, Pauline		2. PROFESSION (RANK IF APPLICABLE) Special Operator		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Carney, OK		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 43 (DEC 21)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES	PSYCHOLOGICAL DATA	11. BONDS	SCORE
	Strength (STR)	13	65	Muscular		17	
	Constitution (CON)	10	50			17	
	Dexterity (DEX)	14	70	Deft			
	Intelligence (INT)	8	40	Shallow			
	Power (POW)	10	50				
	Charisma (CHA)	17	85	Beguiling			
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT		12. MOTIVATIONS AND MENTAL DISORDERS	
	Hit Points (HP)		12				
	Willpower Points (WP)		10				
Sanity Points (SAN)		50					
Breaking Point (BP)		40					
10. PHYSICAL DESCRIPTION				13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE			
				Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <i>adapted</i> Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <i>adapted</i>			

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	60	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)	50	<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):	20	<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	50
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	50
	<input type="checkbox"/> Athletics (30%)	80	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	50
	<input type="checkbox"/> Bureaucracy (10%)	30	<input type="checkbox"/> Melee Weapons (30%)	70	<input type="checkbox"/> Unarmed Combat (40%)	80
	<input type="checkbox"/> Computer Science (0%)	20	<input type="checkbox"/> Military Science (0%) Land	80	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	50	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	30	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)	40	<input type="checkbox"/> Persuade (20%)	20	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	20			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	60	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=1

Check a box when you attempt to use a skill and fail. After the session, add 1 to each checked skill and erase all checks.

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR							
	Tactical body armor - Armour Rating 5				Field dressing			
	Kevlar helmet - Armour Rating +1				GPS			
	Dog tags							
	* 6 carbine magazines							
	* 2 pistol magazines							
	Flexible cuffs							
	Tactical light							
	Night vision goggles							
	Military-band radio with earpiece and throat microphone							
Multitool								
Compass								
Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.								
16. WEAPONS								
(a) Unarmed	80%		1D4					
(b) Assault Carbine	60%	100m	1D12 †	3	10%		30 †	
(c) Medium Pistol	60%	15m	1D10				15	
(d) Hand Grenade	80%	20m			15%	10m	2	
(e) Smoke Grenade	80%	20m					2	
(f) Flash-bang...	100%	20m	§			10m	2	
(g) Combat Knife	70%		1D6+1	3				

REMARKS	17. PERSONAL DETAILS AND NOTES				18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY			
	19. SPECIAL TRAINING				SKILL OR STAT USED			
	Please indicate why this agent was recruited and why the agent agreed to be recruited.							

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL CARLTON, Quintin		2. PROFESSION (RANK IF APPLICABLE) Special Operator		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Waynetown, IN		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 52 (NOV 11)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	14	70	Powerful
	Constitution (CON)	10	50	
	Dexterity (DEX)	15	75	Slick
	Intelligence (INT)	11	55	
	Power (POW)	10	50	
	Charisma (CHA)	12	60	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		12	
	Willpower Points (WP)		10	
Sanity Points (SAN)		50		
Breaking Point (BP)		40		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE	
		12	
		12	
	12. MOTIVATIONS AND MENTAL DISORDERS		
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE			
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted			

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	60	<input type="checkbox"/> Forensics (0%)	20	<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	40
	<input type="checkbox"/> Archeology (0%)	20	<input type="checkbox"/> Heavy Weapons (0%)	50	<input type="checkbox"/> SIGINT (0%)	20
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	50
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	20
	<input type="checkbox"/> Artillery (0%)	20	<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	50
	<input type="checkbox"/> Athletics (30%)	60	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	50
	<input type="checkbox"/> Bureaucracy (10%)	10	<input type="checkbox"/> Melee Weapons (30%)	50	<input type="checkbox"/> Unarmed Combat (40%)	60
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%) Land	60	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	50	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	30	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)	40	<input type="checkbox"/> Persuade (20%)	40	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	20			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	60	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=1

Check a box when you attempt to use a skill and fail. After the session, add 1 to each checked skill and erase all checks.

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR																					
	<table style="width:100%; border:none;"> <tr> <td style="width:50%;">Tactical body armor - Armour Rating 5</td> <td style="width:50%;">Field dressing</td> </tr> <tr> <td>Kevlar helmet - Armour Rating +1</td> <td>GPS</td> </tr> <tr> <td>Dog tags</td> <td></td> </tr> <tr> <td>* 6 carbine magazines</td> <td></td> </tr> <tr> <td>* 2 pistol magazines</td> <td></td> </tr> <tr> <td>Flexible cuffs</td> <td></td> </tr> <tr> <td>Tactical light</td> <td></td> </tr> <tr> <td>Night vision goggles</td> <td></td> </tr> <tr> <td>Military-band radio with earpiece and throat microphone</td> <td></td> </tr> <tr> <td>Multitool</td> <td></td> </tr> <tr> <td>Compass</td> <td></td> </tr> </table>	Tactical body armor - Armour Rating 5	Field dressing	Kevlar helmet - Armour Rating +1	GPS	Dog tags		* 6 carbine magazines		* 2 pistol magazines		Flexible cuffs		Tactical light		Night vision goggles		Military-band radio with earpiece and throat microphone		Multitool		Compass
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Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	60%		1D4				
(b) Assault Carbine	60%	100m	1D12 †	3	10%		30 †
(c) Medium Pistol	60%	15m	1D10				15
(d) Hand Grenade	60%	20m			15%	10m	2
(e) Smoke Grenade	60%	20m					2
(f) Flash-bang...	80%	20m	§			10m	2
(g) Combat Knife	50%		1D6+1	3			

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY													
		<table border="1" style="width:100%; border-collapse: collapse;"> <thead> <tr> <th style="width:50%;">19. SPECIAL TRAINING</th> <th style="width:50%;">SKILL OR STAT USED</th> </tr> </thead> <tbody> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> </tbody> </table>	19. SPECIAL TRAINING	SKILL OR STAT USED											
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Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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* In chest rig damage since last action
† With holographic sight, targeting laser, & sound suppressor - +20% bonus to hit as long as shooter has taken no † Use Lethality rating if firing bursts
‡ Victim -40%

THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL BILLUPS, Tricia		2. PROFESSION (RANK IF APPLICABLE) Special Operator		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Scheller, IL		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 33 (AUG 10)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES	PSYCHOLOGICAL DATA	11. BONDS	SCORE	
	Strength (STR)	12	60				11	
	Constitution (CON)	13	65	Perfect health			11	
	Dexterity (DEX)	11	55					
	Intelligence (INT)	12	60					
	Power (POW)	13	65	Calm				
	Charisma (CHA)	11	55					
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT		12. MOTIVATIONS AND MENTAL DISORDERS		
	Hit Points (HP)		12					
	Willpower Points (WP)		13					
Sanity Points (SAN)		65						
Breaking Point (BP)		52						
10. PHYSICAL DESCRIPTION				13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE				
				Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted				

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	60	<input type="checkbox"/> Forensics (0%)	20	<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	40
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)	70	<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	50
			<input type="checkbox"/> HUMINT (10%)	30	<input type="checkbox"/> Surgery (0%)	20
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	50
	<input type="checkbox"/> Athletics (30%)	60	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	50
	<input type="checkbox"/> Bureaucracy (10%)	10	<input type="checkbox"/> Melee Weapons (30%)	50	<input type="checkbox"/> Unarmed Combat (40%)	60
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%) Land	60	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	50	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	30	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)	40	<input type="checkbox"/> Persuade (20%)	20	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	30	<input type="checkbox"/> Pharmacy (0%)	20	<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	20			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	60	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

Check a box when you attempt to use a skill and fail. After the session, add 1 to each checked skill and erase all checks.

DB=0

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR																					
	<table style="width:100%; border: none;"> <tr> <td style="width: 50%;">Tactical body armor - Armour Rating 5</td> <td style="width: 50%;">Field dressing</td> </tr> <tr> <td>Kevlar helmet - Armour Rating +1</td> <td>GPS</td> </tr> <tr> <td>Dog tags</td> <td></td> </tr> <tr> <td>* 6 carbine magazines</td> <td></td> </tr> <tr> <td>* 2 pistol magazines</td> <td></td> </tr> <tr> <td>Flexible cuffs</td> <td></td> </tr> <tr> <td>Tactical light</td> <td></td> </tr> <tr> <td>Night vision goggles</td> <td></td> </tr> <tr> <td>Military-band radio with earpiece and throat microphone</td> <td></td> </tr> <tr> <td>Multitool</td> <td></td> </tr> <tr> <td>Compass</td> <td></td> </tr> </table>	Tactical body armor - Armour Rating 5	Field dressing	Kevlar helmet - Armour Rating +1	GPS	Dog tags		* 6 carbine magazines		* 2 pistol magazines		Flexible cuffs		Tactical light		Night vision goggles		Military-band radio with earpiece and throat microphone		Multitool		Compass
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Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	60%		1D4-1				
(b) Assault Carbine	60%	100m	1D12 †	3	10%		30
(c) Medium Pistol	60%	15m	1D10				15
(d) Hand Grenade	60%	20m			15%	10m	2
(e) Smoke Grenade	60%	20m					2
(f) Flash-bang...	80%	20m	§			10m	2
(g) Combat Knife	50%		1D6	3			

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY													
		<table border="1" style="width:100%; border-collapse: collapse; font-size: x-small;"> <tr> <th style="width: 50%;">19. SPECIAL TRAINING</th> <th style="width: 50%;">SKILL OR STAT USED</th> </tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> </table>	19. SPECIAL TRAINING	SKILL OR STAT USED											
19. SPECIAL TRAINING	SKILL OR STAT USED														

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
-------------------------	---------------------

* In chest rig
 † With holographic sight, targeting laser, & sound suppressor - +20% bonus to hit as long as shooter has taken no

damage since last action
 † Use Lethality rating if firing bursts
 § Victim -40%

THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL SPRADLEY, Quintin		2. PROFESSION (RANK IF APPLICABLE) Special Operator		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Tampa, FL		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 54 (FEB 20)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	10	50	
	Constitution (CON)	8	40	Frail
	Dexterity (DEX)	17	85	Acrobatic
	Intelligence (INT)	13	65	Sharp
	Power (POW)	14	70	Forbearing
	Charisma (CHA)	10	50	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		9	
	Willpower Points (WP)		14	
Sanity Points (SAN)		70		
Breaking Point (BP)		56		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		10
		10
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	30
	<input type="checkbox"/> Alertness (20%)	60	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)	20	<input type="checkbox"/> Heavy Weapons (0%)	50	<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	50
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	20
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	50
	<input type="checkbox"/> Athletics (30%)	80	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	50
	<input type="checkbox"/> Bureaucracy (10%)	10	<input type="checkbox"/> Melee Weapons (30%)	50	<input type="checkbox"/> Unarmed Combat (40%)	60
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%) Land	80	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	70	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	30	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	20
	<input type="checkbox"/> Demolitions (0%)	40	<input type="checkbox"/> Persuade (20%)	20	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	20			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	60	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=0

Check a box when you attempt to use a skill and fail. After the session, add 1 to each checked skill and erase all checks.

THIS IS A WORK OF FICTION

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR																					
	<table style="width:100%; border:none;"> <tr> <td style="width:50%;">Tactical body armor - Armour Rating 5</td> <td style="width:50%;">Field dressing</td> </tr> <tr> <td>Kevlar helmet - Armour Rating +1</td> <td>GPS</td> </tr> <tr> <td>Dog tags</td> <td></td> </tr> <tr> <td>* 6 carbine magazines</td> <td></td> </tr> <tr> <td>* 2 pistol magazines</td> <td></td> </tr> <tr> <td>Flexible cuffs</td> <td></td> </tr> <tr> <td>Tactical light</td> <td></td> </tr> <tr> <td>Night vision goggles</td> <td></td> </tr> <tr> <td>Military-band radio with earpiece and throat microphone</td> <td></td> </tr> <tr> <td>Multitool</td> <td></td> </tr> <tr> <td>Compass</td> <td></td> </tr> </table>	Tactical body armor - Armour Rating 5	Field dressing	Kevlar helmet - Armour Rating +1	GPS	Dog tags		* 6 carbine magazines		* 2 pistol magazines		Flexible cuffs		Tactical light		Night vision goggles		Military-band radio with earpiece and throat microphone		Multitool		Compass
Tactical body armor - Armour Rating 5	Field dressing																					
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Dog tags																						
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Flexible cuffs																						
Tactical light																						
Night vision goggles																						
Military-band radio with earpiece and throat microphone																						
Multitool																						
Compass																						

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	60%		1D4-1				
(b) Assault Carbine	60%	100m	1D12 †	3	10%		30
(c) Medium Pistol	60%	15m	1D10				15
(d) Hand Grenade	80%	20m			15%	10m	2
(e) Smoke Grenade	80%	20m					2
(f) Flash-bang...	100%	20m	§			10m	2
(g) Combat Knife	50%		1D6	3			

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY														
		<table border="1" style="width:100%; border-collapse: collapse; font-size: x-small;"> <tr> <th style="width:50%;">19. SPECIAL TRAINING</th> <th style="width:50%;">SKILL OR STAT USED</th> </tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> </table>	19. SPECIAL TRAINING	SKILL OR STAT USED												
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Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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* In chest rig
 † With holographic sight, targeting laser, & sound suppressor - +20% bonus to hit as long as shooter has taken no

damage since last action
 † Use Lethality rating if firing bursts
 § Victim -40%

THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL MCNEELY, Peggy		2. PROFESSION (RANK IF APPLICABLE) Special Operator		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Sherman, TX		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 38 (SEP 9)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	14	70	Powerful
	Constitution (CON)	11	55	
	Dexterity (DEX)	12	60	
	Intelligence (INT)	10	50	
	Power (POW)	10	50	
	Charisma (CHA)	15	75	Outgoing
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		12	
	Willpower Points (WP)		10	
Sanity Points (SAN)		50		
Breaking Point (BP)		40		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		15
		15
12. MOTIVATIONS AND MENTAL DISORDERS		
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	60	<input type="checkbox"/> Forensics (0%)	20	<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)	50	<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	50
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	50
	<input type="checkbox"/> Athletics (30%)	80	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	50
	<input type="checkbox"/> Bureaucracy (10%)	10	<input type="checkbox"/> Melee Weapons (30%)	50	<input type="checkbox"/> Unarmed Combat (40%)	80
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%) Land	60	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	50	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	30	<input type="checkbox"/> Occult (10%)	30	<input type="checkbox"/>	20
	<input type="checkbox"/> Demolitions (0%)	40	<input type="checkbox"/> Persuade (20%)	20	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)	20	<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	40			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	60	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=1

Check a box when you attempt to use a skill and fail. After the session, add 1 to each checked skill and erase all checks.

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR																					
	<table style="width:100%; border:none;"> <tr> <td style="width:50%;">Tactical body armor - Armour Rating 5</td> <td style="width:50%;">Field dressing</td> </tr> <tr> <td>Kevlar helmet - Armour Rating +1</td> <td>GPS</td> </tr> <tr> <td>Dog tags</td> <td></td> </tr> <tr> <td>* 6 carbine magazines</td> <td></td> </tr> <tr> <td>* 2 pistol magazines</td> <td></td> </tr> <tr> <td>Flexible cuffs</td> <td></td> </tr> <tr> <td>Tactical light</td> <td></td> </tr> <tr> <td>Night vision goggles</td> <td></td> </tr> <tr> <td>Military-band radio with earpiece and throat microphone</td> <td></td> </tr> <tr> <td>Multitool</td> <td></td> </tr> <tr> <td>Compass</td> <td></td> </tr> </table>	Tactical body armor - Armour Rating 5	Field dressing	Kevlar helmet - Armour Rating +1	GPS	Dog tags		* 6 carbine magazines		* 2 pistol magazines		Flexible cuffs		Tactical light		Night vision goggles		Military-band radio with earpiece and throat microphone		Multitool		Compass
Tactical body armor - Armour Rating 5	Field dressing																					
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Military-band radio with earpiece and throat microphone																						
Multitool																						
Compass																						

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	80%		1D4				
(b) Assault Carbine	60%	100m	1D12 †	3	10%		30 †
(c) Medium Pistol	60%	15m	1D10				15
(d) Hand Grenade	80%	20m			15%	10m	2
(e) Smoke Grenade	80%	20m					2
(f) Flash-bang...	100%	20m	§			10m	2
(g) Combat Knife	50%		1D6+1	3			

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY														
		<table border="1" style="width:100%; border-collapse: collapse;"> <tr> <th style="width:50%;">19. SPECIAL TRAINING</th> <th style="width:50%;">SKILL OR STAT USED</th> </tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> </table>	19. SPECIAL TRAINING	SKILL OR STAT USED												
19. SPECIAL TRAINING	SKILL OR STAT USED															

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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* In chest rig
 † With holographic sight, targeting laser, & sound suppressor - +20% bonus to hit as long as shooter has taken no

damage since last action
 † Use Lethality rating if firing bursts
 § Victim -40%

THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL CULVER, Morris		2. PROFESSION (RANK IF APPLICABLE) Special Operator		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Merrill, OR		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 52 (JUL 26)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	10	50	
	Constitution (CON)	10	50	
	Dexterity (DEX)	15	75	Slick
	Intelligence (INT)	12	60	
	Power (POW)	11	55	
	Charisma (CHA)	14	70	Prepossessing
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		10	
	Willpower Points (WP)		11	
Sanity Points (SAN)		55		
Breaking Point (BP)		44		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		14
		14
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	30	<input type="checkbox"/> Ride (10%)	30
	<input type="checkbox"/> Alertness (20%)	60	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)	50	<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):	20	<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	50
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)	20	<input type="checkbox"/> Law (0%)	20	<input type="checkbox"/> Survival (10%)	50
	<input type="checkbox"/> Athletics (30%)	80	<input type="checkbox"/> Medicine (0%)	20	<input type="checkbox"/> Swim (20%)	50
	<input type="checkbox"/> Bureaucracy (10%)	10	<input type="checkbox"/> Melee Weapons (30%)	50	<input type="checkbox"/> Unarmed Combat (40%)	60
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%) Land	60	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	50	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)	40	<input type="checkbox"/> Persuade (20%)	40	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	20			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	60	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=0

Check a box when you attempt to use a skill and fail. After the session, add 1 to each checked skill and erase all checks.

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR	
	<table style="width:100%; border: none;"> <tr> <td style="width: 50%; border: none;">Tactical body armor - Armour Rating 5 Kevlar helmet - Armour Rating +1 Dog tags * 6 carbine magazines * 2 pistol magazines Flexible cuffs Tactical light Night vision goggles Military-band radio with earpiece and throat microphone Multitool Compass</td> <td style="width: 50%; border: none; vertical-align: top;">Field dressing GPS</td> </tr> </table>	Tactical body armor - Armour Rating 5 Kevlar helmet - Armour Rating +1 Dog tags * 6 carbine magazines * 2 pistol magazines Flexible cuffs Tactical light Night vision goggles Military-band radio with earpiece and throat microphone Multitool Compass
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Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	60%		1D4-1				
(b) Assault Carbine	60%	100m	1D12 †	3	10%		30
(c) Medium Pistol	60%	15m	1D10				15
(d) Hand Grenade	80%	20m			15%	10m	2
(e) Smoke Grenade	80%	20m					2
(f) Flash-bang...	100%	20m	§			10m	2
(g) Combat Knife	50%		1D6	3			

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY													
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Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
-------------------------	---------------------

* In chest rig damage since last action
 † With holographic sight, targeting laser, & sound suppressor - +20% bonus to hit as long as shooter has taken no † Use Lethality rating if firing bursts
 § Victim -40%

THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL CITIZEN, Jenifer		2. PROFESSION (RANK IF APPLICABLE) Special Operator		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Elmwood, TN		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 33 (MAY 4)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	15	75	Muscular
	Constitution (CON)	12	60	
	Dexterity (DEX)	14	70	Slick
	Intelligence (INT)	10	50	
	Power (POW)	10	50	
	Charisma (CHA)	11	55	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		14	
	Willpower Points (WP)		10	
Sanity Points (SAN)		50		
Breaking Point (BP)		40		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		11
		11
12. MOTIVATIONS AND MENTAL DISORDERS		
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	30	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	80	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	30	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)	50	<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	30	<input type="checkbox"/> Stealth (10%)	50
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)	20	<input type="checkbox"/> Survival (10%)	50
	<input type="checkbox"/> Athletics (30%)	60	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	50
	<input type="checkbox"/> Bureaucracy (10%)	10	<input type="checkbox"/> Melee Weapons (30%)	70	<input type="checkbox"/> Unarmed Combat (40%)	60
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%) Land	60	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):	20	<input type="checkbox"/> Navigate (10%)	50	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	20
	<input type="checkbox"/> Demolitions (0%)	40	<input type="checkbox"/> Persuade (20%)	20	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	20			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	60	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=1

Check a box when you attempt to use a skill and fail. After the session, add 1 to each checked skill and erase all checks.

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR																					
	<table style="width:100%; border: none;"> <tr> <td style="width: 50%;">Tactical body armor - Armour Rating 5</td> <td style="width: 50%;">Field dressing</td> </tr> <tr> <td>Kevlar helmet - Armour Rating +1</td> <td>GPS</td> </tr> <tr> <td>Dog tags</td> <td></td> </tr> <tr> <td>* 6 carbine magazines</td> <td></td> </tr> <tr> <td>* 2 pistol magazines</td> <td></td> </tr> <tr> <td>Flexible cuffs</td> <td></td> </tr> <tr> <td>Tactical light</td> <td></td> </tr> <tr> <td>Night vision goggles</td> <td></td> </tr> <tr> <td>Military-band radio with earpiece and throat microphone</td> <td></td> </tr> <tr> <td>Multitool</td> <td></td> </tr> <tr> <td>Compass</td> <td></td> </tr> </table>	Tactical body armor - Armour Rating 5	Field dressing	Kevlar helmet - Armour Rating +1	GPS	Dog tags		* 6 carbine magazines		* 2 pistol magazines		Flexible cuffs		Tactical light		Night vision goggles		Military-band radio with earpiece and throat microphone		Multitool		Compass
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Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	60%		1D4				
(b) Assault Carbine	60%	100m	1D12 †	3	10%		30 †
(c) Medium Pistol	60%	15m	1D10				15
(d) Hand Grenade	60%	20m			15%	10m	2
(e) Smoke Grenade	60%	20m					2
(f) Flash-bang...	80%	20m	§			10m	2
(g) Combat Knife	70%		1D6+1	3			

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY														
		<table border="1" style="width:100%; border-collapse: collapse; font-size: x-small;"> <tr> <th style="width: 50%;">19. SPECIAL TRAINING</th> <th style="width: 50%;">SKILL OR STAT USED</th> </tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> </table>	19. SPECIAL TRAINING	SKILL OR STAT USED												
19. SPECIAL TRAINING	SKILL OR STAT USED															

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
-------------------------	---------------------

* In chest rig
 † With holographic sight, targeting laser, & sound suppressor - +20% bonus to hit as long as shooter has taken no

damage since last action
 † Use Lethality rating if firing bursts
 § Victim -40%

THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL EK, Deandre		2. PROFESSION (RANK IF APPLICABLE) Special Operator		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Corry, PA		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 28 (JUN 12)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	10	50	
	Constitution (CON)	14	70	Fit
	Dexterity (DEX)	17	85	Acrobatic
	Intelligence (INT)	13	65	Canny
	Power (POW)	8	40	Meek
	Charisma (CHA)	10	50	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		12	
	Willpower Points (WP)		8	
Sanity Points (SAN)		40		
Breaking Point (BP)		32		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		10
		10
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	60	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)	50	<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	30	<input type="checkbox"/> Stealth (10%)	50
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	50
	<input type="checkbox"/> Athletics (30%)	60	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	50
	<input type="checkbox"/> Bureaucracy (10%)	10	<input type="checkbox"/> Melee Weapons (30%)	70	<input type="checkbox"/> Unarmed Combat (40%)	60
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%) Land	80	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):	20	<input type="checkbox"/> Navigate (10%)	70	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)	60	<input type="checkbox"/> Persuade (20%)	20	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):	20	<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	20			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	60	<input type="checkbox"/> Psychotherapy (10%)	30	<input type="checkbox"/>	

DB=0

Check a box when you attempt to use a skill and fail. After the session, add 1 to each checked skill and erase all checks.

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR																					
	<table style="width:100%; border: none;"> <tr> <td style="width: 50%;">Tactical body armor - Armour Rating 5</td> <td style="width: 50%;">Field dressing</td> </tr> <tr> <td>Kevlar helmet - Armour Rating +1</td> <td>GPS</td> </tr> <tr> <td>Dog tags</td> <td></td> </tr> <tr> <td>* 6 carbine magazines</td> <td></td> </tr> <tr> <td>* 2 pistol magazines</td> <td></td> </tr> <tr> <td>Flexible cuffs</td> <td></td> </tr> <tr> <td>Tactical light</td> <td></td> </tr> <tr> <td>Night vision goggles</td> <td></td> </tr> <tr> <td>Military-band radio with earpiece and throat microphone</td> <td></td> </tr> <tr> <td>Multitool</td> <td></td> </tr> <tr> <td>Compass</td> <td></td> </tr> </table>	Tactical body armor - Armour Rating 5	Field dressing	Kevlar helmet - Armour Rating +1	GPS	Dog tags		* 6 carbine magazines		* 2 pistol magazines		Flexible cuffs		Tactical light		Night vision goggles		Military-band radio with earpiece and throat microphone		Multitool		Compass
Tactical body armor - Armour Rating 5	Field dressing																					
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* 6 carbine magazines																						
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Flexible cuffs																						
Tactical light																						
Night vision goggles																						
Military-band radio with earpiece and throat microphone																						
Multitool																						
Compass																						

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	60%		1D4-1				
(b) Assault Carbine	60%	100m	1D12 †	3	10%		30
(c) Medium Pistol	60%	15m	1D10				15
(d) Hand Grenade	60%	20m			15%	10m	2
(e) Smoke Grenade	60%	20m					2
(f) Flash-bang...	80%	20m	§			10m	2
(g) Combat Knife	70%		1D6	3			

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY														
		<table border="1" style="width:100%; border-collapse: collapse; font-size: x-small;"> <tr> <th style="width: 50%;">19. SPECIAL TRAINING</th> <th style="width: 50%;">SKILL OR STAT USED</th> </tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> </table>	19. SPECIAL TRAINING	SKILL OR STAT USED												
19. SPECIAL TRAINING	SKILL OR STAT USED															

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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* In chest rig
 † With holographic sight, targeting laser, & sound suppressor - +20% bonus to hit as long as shooter has taken no

damage since last action
 † Use Lethality rating if firing bursts
 § Victim -40%

THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL CARRICK, Deidra		2. PROFESSION (RANK IF APPLICABLE) Special Operator		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Marthaville, LA		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 47 (JUN 26)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	17	85	Strapping
	Constitution (CON)	10	50	
	Dexterity (DEX)	10	50	
	Intelligence (INT)	8	40	Shallow
	Power (POW)	14	70	Stoic
	Charisma (CHA)	13	65	Outgoing
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		14	
	Willpower Points (WP)		14	
Sanity Points (SAN)		70		
Breaking Point (BP)		56		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		13
		13
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	30	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	60	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	30	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)	50	<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):	20	<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	50
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	50
	<input type="checkbox"/> Athletics (30%)	60	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	50
	<input type="checkbox"/> Bureaucracy (10%)	10	<input type="checkbox"/> Melee Weapons (30%)	50	<input type="checkbox"/> Unarmed Combat (40%)	60
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%) Land	60	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):	20	<input type="checkbox"/> Navigate (10%)	50	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	30	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)	40	<input type="checkbox"/> Persuade (20%)	40	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	30	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	20			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	80	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=2

Check a box when you attempt to use a skill and fail. After the session, add 1 to each checked skill and erase all checks.

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR																					
	<table style="width:100%; border:none;"> <tr> <td style="width:50%;">Tactical body armor - Armour Rating 5</td> <td style="width:50%;">Field dressing</td> </tr> <tr> <td>Kevlar helmet - Armour Rating +1</td> <td>GPS</td> </tr> <tr> <td>Dog tags</td> <td></td> </tr> <tr> <td>* 6 carbine magazines</td> <td></td> </tr> <tr> <td>* 2 pistol magazines</td> <td></td> </tr> <tr> <td>Flexible cuffs</td> <td></td> </tr> <tr> <td>Tactical light</td> <td></td> </tr> <tr> <td>Night vision goggles</td> <td></td> </tr> <tr> <td>Military-band radio with earpiece and throat microphone</td> <td></td> </tr> <tr> <td>Multitool</td> <td></td> </tr> <tr> <td>Compass</td> <td></td> </tr> </table>	Tactical body armor - Armour Rating 5	Field dressing	Kevlar helmet - Armour Rating +1	GPS	Dog tags		* 6 carbine magazines		* 2 pistol magazines		Flexible cuffs		Tactical light		Night vision goggles		Military-band radio with earpiece and throat microphone		Multitool		Compass
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Multitool																						
Compass																						

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	60%		1D4+1				
(b) Assault Carbine	80%	100m	1D12 †	3	10%		30
(c) Medium Pistol	80%	15m	1D10				15
(d) Hand Grenade	60%	20m			15%	10m	2
(e) Smoke Grenade	60%	20m					2
(f) Flash-bang...	80%	20m	§			10m	2
(g) Combat Knife	50%		1D6+2	3			

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY													
		<table border="1" style="width:100%; border-collapse: collapse; font-size: x-small;"> <thead> <tr> <th style="width:60%;">19. SPECIAL TRAINING</th> <th style="width:40%;">SKILL OR STAT USED</th> </tr> </thead> <tbody> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> </tbody> </table>	19. SPECIAL TRAINING	SKILL OR STAT USED											
19. SPECIAL TRAINING	SKILL OR STAT USED														

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
-------------------------	---------------------

* In chest rig
 † With holographic sight, targeting laser, & sound suppressor - +20% bonus to hit as long as shooter has taken no

damage since last action
 † Use Lethality rating if firing bursts
 § Victim -40%

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL MCQUILLEN, Teddy		2. PROFESSION (RANK IF APPLICABLE) Special Operator		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Canterbury, CT		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 42 (JUL 27)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	10	50	
	Constitution (CON)	8	40	Unfit
	Dexterity (DEX)	10	50	
	Intelligence (INT)	14	70	Ingenious
	Power (POW)	13	65	Unflinching
	Charisma (CHA)	17	85	Hypnotic
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		9	
	Willpower Points (WP)		13	
Sanity Points (SAN)		65		
Breaking Point (BP)		52		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		17
		17
12. MOTIVATIONS AND MENTAL DISORDERS		
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	60	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	20
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	30	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)	70	<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	30	<input type="checkbox"/> Stealth (10%)	50
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	50
	<input type="checkbox"/> Athletics (30%)	60	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	50
	<input type="checkbox"/> Bureaucracy (10%)	30	<input type="checkbox"/> Melee Weapons (30%)	50	<input type="checkbox"/> Unarmed Combat (40%)	60
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%) Land	60	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	50	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	20
	<input type="checkbox"/> Demolitions (0%)	40	<input type="checkbox"/> Persuade (20%)	20	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	40			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	80	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=0

Check a box when you attempt to use a skill and fail. After the session, add 1 to each checked skill and erase all checks.

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR																					
	<table style="width:100%; border: none;"> <tr> <td style="width: 50%;">Tactical body armor - Armour Rating 5</td> <td style="width: 50%;">Field dressing</td> </tr> <tr> <td>Kevlar helmet - Armour Rating +1</td> <td>GPS</td> </tr> <tr> <td>Dog tags</td> <td></td> </tr> <tr> <td>* 6 carbine magazines</td> <td></td> </tr> <tr> <td>* 2 pistol magazines</td> <td></td> </tr> <tr> <td>Flexible cuffs</td> <td></td> </tr> <tr> <td>Tactical light</td> <td></td> </tr> <tr> <td>Night vision goggles</td> <td></td> </tr> <tr> <td>Military-band radio with earpiece and throat microphone</td> <td></td> </tr> <tr> <td>Multitool</td> <td></td> </tr> <tr> <td>Compass</td> <td></td> </tr> </table>	Tactical body armor - Armour Rating 5	Field dressing	Kevlar helmet - Armour Rating +1	GPS	Dog tags		* 6 carbine magazines		* 2 pistol magazines		Flexible cuffs		Tactical light		Night vision goggles		Military-band radio with earpiece and throat microphone		Multitool		Compass
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16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	60%		1D4-1				
(b) Assault Carbine	80%	100m	1D12 †	3	10%		30
(c) Medium Pistol	80%	15m	1D10				15
(d) Hand Grenade	60%	20m			15%	10m	2
(e) Smoke Grenade	60%	20m					2
(f) Flash-bang...	80%	20m	§			10m	2
(g) Combat Knife	50%		1D6	3			

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY														
		<table border="1" style="width:100%; border-collapse: collapse; font-size: x-small;"> <tr> <th style="width: 50%;">19. SPECIAL TRAINING</th> <th style="width: 50%;">SKILL OR STAT USED</th> </tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> </table>	19. SPECIAL TRAINING	SKILL OR STAT USED												
19. SPECIAL TRAINING	SKILL OR STAT USED															

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
-------------------------	---------------------

* In chest rig damage since last action
 † With holographic sight, targeting laser, & sound suppressor - +20% bonus to hit as long as shooter has taken no
 ‡ Use Lethality rating if firing bursts
 § Victim -40%

THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL FIKES, Ashley		2. PROFESSION (RANK IF APPLICABLE) Special Operator		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Winchester, TN		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 45 (DEC 8)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	10	50	
	Constitution (CON)	12	60	
	Dexterity (DEX)	11	55	
	Intelligence (INT)	14	70	Quick witted
	Power (POW)	15	75	Unflinching
	Charisma (CHA)	10	50	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		11	
	Willpower Points (WP)		15	
Sanity Points (SAN)		75		
Breaking Point (BP)		60		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		10
		10
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <i>adapted</i> Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <i>adapted</i>		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	60	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	20
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)	70	<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):	20	<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	50
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	70
	<input type="checkbox"/> Athletics (30%)	60	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	50
	<input type="checkbox"/> Bureaucracy (10%)	10	<input type="checkbox"/> Melee Weapons (30%)	50	<input type="checkbox"/> Unarmed Combat (40%)	60
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%) Land	60	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	50	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	20
	<input type="checkbox"/> Demolitions (0%)	60	<input type="checkbox"/> Persuade (20%)	20	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	20			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	80	<input type="checkbox"/> Psychotherapy (10%)	30	<input type="checkbox"/>	

DB=0

Check a box when you attempt to use a skill and fail. After the session, add 1 to each checked skill and erase all checks.

THIS IS A WORK OF FICTION

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR	
	<table style="width:100%; border: none;"> <tr> <td style="width: 50%; border: none;">Tactical body armor - Armour Rating 5 Kevlar helmet - Armour Rating +1 Dog tags * 6 carbine magazines * 2 pistol magazines Flexible cuffs Tactical light Night vision goggles Military-band radio with earpiece and throat microphone Multitool Compass</td> <td style="width: 50%; border: none; vertical-align: top;">Field dressing GPS</td> </tr> </table>	Tactical body armor - Armour Rating 5 Kevlar helmet - Armour Rating +1 Dog tags * 6 carbine magazines * 2 pistol magazines Flexible cuffs Tactical light Night vision goggles Military-band radio with earpiece and throat microphone Multitool Compass
Tactical body armor - Armour Rating 5 Kevlar helmet - Armour Rating +1 Dog tags * 6 carbine magazines * 2 pistol magazines Flexible cuffs Tactical light Night vision goggles Military-band radio with earpiece and throat microphone Multitool Compass	Field dressing GPS	

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	60%		1D4-1				
(b) Assault Carbine	80%	100m	1D12 †	3	10%		30
(c) Medium Pistol	80%	15m	1D10				15
(d) Hand Grenade	60%	20m			15%	10m	2
(e) Smoke Grenade	60%	20m					2
(f) Flash-bang...	80%	20m	§			10m	2
(g) Combat Knife	50%		1D6	3			

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY													
		<table border="1" style="width:100%; border-collapse: collapse; font-size: x-small;"> <thead> <tr> <th style="width: 60%;">19. SPECIAL TRAINING</th> <th style="width: 40%;">SKILL OR STAT USED</th> </tr> </thead> <tbody> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> </tbody> </table>	19. SPECIAL TRAINING	SKILL OR STAT USED											
19. SPECIAL TRAINING	SKILL OR STAT USED														

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL TURNBOW, Jerald		2. PROFESSION (RANK IF APPLICABLE) Special Operator		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Schaller, IA		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 53 (MAY 15)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES	PSYCHOLOGICAL DATA	11. BONDS	SCORE
	Strength (STR)	14	70	Tough		8	
	Constitution (CON)	13	65	Fit		8	
	Dexterity (DEX)	10	50				
	Intelligence (INT)	10	50				
	Power (POW)	17	85	Imperturbable			
	Charisma (CHA)	8	40	Unfriendly			
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT		12. MOTIVATIONS AND MENTAL DISORDERS	
	Hit Points (HP)		14				
	Willpower Points (WP)		17				
Sanity Points (SAN)		85					
Breaking Point (BP)		68					
10. PHYSICAL DESCRIPTION				13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE			
				Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted			

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	30	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	60	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)	50	<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	70
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)	20	<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	70
	<input type="checkbox"/> Athletics (30%)	60	<input type="checkbox"/> Medicine (0%)	20	<input type="checkbox"/> Swim (20%)	70
	<input type="checkbox"/> Bureaucracy (10%)	10	<input type="checkbox"/> Melee Weapons (30%)	50	<input type="checkbox"/> Unarmed Combat (40%)	60
	<input type="checkbox"/> Computer Science (0%)	20	<input type="checkbox"/> Military Science (0%) Land	60	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	50	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)	40	<input type="checkbox"/> Persuade (20%)	20	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	20			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	80	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

Check a box when you attempt to use a skill and fail. After the session, add 1 to each checked skill and erase all checks.

DB=1

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR																					
	<table style="width:100%; border: none;"> <tr> <td style="width: 50%;">Tactical body armor - Armour Rating 5</td> <td style="width: 50%;">Field dressing</td> </tr> <tr> <td>Kevlar helmet - Armour Rating +1</td> <td>GPS</td> </tr> <tr> <td>Dog tags</td> <td></td> </tr> <tr> <td>* 6 carbine magazines</td> <td></td> </tr> <tr> <td>* 2 pistol magazines</td> <td></td> </tr> <tr> <td>Flexible cuffs</td> <td></td> </tr> <tr> <td>Tactical light</td> <td></td> </tr> <tr> <td>Night vision goggles</td> <td></td> </tr> <tr> <td>Military-band radio with earpiece and throat microphone</td> <td></td> </tr> <tr> <td>Multitool</td> <td></td> </tr> <tr> <td>Compass</td> <td></td> </tr> </table>	Tactical body armor - Armour Rating 5	Field dressing	Kevlar helmet - Armour Rating +1	GPS	Dog tags		* 6 carbine magazines		* 2 pistol magazines		Flexible cuffs		Tactical light		Night vision goggles		Military-band radio with earpiece and throat microphone		Multitool		Compass
Tactical body armor - Armour Rating 5	Field dressing																					
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Military-band radio with earpiece and throat microphone																						
Multitool																						
Compass																						

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	60%		1D4				
(b) Assault Carbine	80%	100m	1D12 †	3	10%		30 †
(c) Medium Pistol	80%	15m	1D10				15
(d) Hand Grenade	60%	20m			15%	10m	2
(e) Smoke Grenade	60%	20m					2
(f) Flash-bang...	80%	20m	§			10m	2
(g) Combat Knife	50%		1D6+1	3			

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY														
		<table border="1" style="width:100%; border-collapse: collapse; font-size: x-small;"> <tr> <th style="width: 50%;">19. SPECIAL TRAINING</th> <th style="width: 50%;">SKILL OR STAT USED</th> </tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> </table>	19. SPECIAL TRAINING	SKILL OR STAT USED												
19. SPECIAL TRAINING	SKILL OR STAT USED															

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
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* In chest rig
 † With holographic sight, targeting laser, & sound suppressor - +20% bonus to hit as long as shooter has taken no

damage since last action
 † Use Lethality rating if firing bursts
 § Victim -40%

THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL THORNBURG, Margarita		2. PROFESSION (RANK IF APPLICABLE) Special Operator		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Raub, ND		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 51 (JUL 19)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	13	65	Brawny
	Constitution (CON)	11	55	
	Dexterity (DEX)	12	60	
	Intelligence (INT)	12	60	
	Power (POW)	11	55	
	Charisma (CHA)	13	65	Prepossessing
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		12	
	Willpower Points (WP)		11	
Sanity Points (SAN)		55		
Breaking Point (BP)		44		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		13
		13
12. MOTIVATIONS AND MENTAL DISORDERS		
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <i>adapted</i> Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <i>adapted</i>		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	30	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	60	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	20
	<input type="checkbox"/> Anthropology (0%)	20	<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)	50	<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	50
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	50
	<input type="checkbox"/> Athletics (30%)	60	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	50
	<input type="checkbox"/> Bureaucracy (10%)	30	<input type="checkbox"/> Melee Weapons (30%)	50	<input type="checkbox"/> Unarmed Combat (40%)	60
	<input type="checkbox"/> Computer Science (0%)	20	<input type="checkbox"/> Military Science (0%) Land	60	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):	20	<input type="checkbox"/> Navigate (10%)	50	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)	40	<input type="checkbox"/> Persuade (20%)	20	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)	20	<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	50	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	20			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	60	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=1

Check a box when you attempt to use a skill and fail. After the session, add 1 to each checked skill and erase all checks.

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR																					
	<table style="width: 100%; border: none;"> <tr> <td style="width: 50%;">Tactical body armor - Armour Rating 5</td> <td style="width: 50%;">Field dressing</td> </tr> <tr> <td>Kevlar helmet - Armour Rating +1</td> <td>GPS</td> </tr> <tr> <td>Dog tags</td> <td></td> </tr> <tr> <td>* 6 carbine magazines</td> <td></td> </tr> <tr> <td>* 2 pistol magazines</td> <td></td> </tr> <tr> <td>Flexible cuffs</td> <td></td> </tr> <tr> <td>Tactical light</td> <td></td> </tr> <tr> <td>Night vision goggles</td> <td></td> </tr> <tr> <td>Military-band radio with earpiece and throat microphone</td> <td></td> </tr> <tr> <td>Multitool</td> <td></td> </tr> <tr> <td>Compass</td> <td></td> </tr> </table>	Tactical body armor - Armour Rating 5	Field dressing	Kevlar helmet - Armour Rating +1	GPS	Dog tags		* 6 carbine magazines		* 2 pistol magazines		Flexible cuffs		Tactical light		Night vision goggles		Military-band radio with earpiece and throat microphone		Multitool		Compass
Tactical body armor - Armour Rating 5	Field dressing																					
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Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.								
16.	WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a)	Unarmed	60%		1D4				
(b)	Assault Carbine	60%	100m	1D12 †	3	10%		30 †
(c)	Medium Pistol	60%	15m	1D10				15
(d)	Hand Grenade	60%	20m			15%	10m	2
(e)	Smoke Grenade	60%	20m					2
(f)	Flash-bang...	80%	20m	§			10m	2
(g)	Combat Knife	50%		1D6+1	3			

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY													
		<table border="1" style="width: 100%; border-collapse: collapse;"> <tr> <th style="width: 50%;">19. SPECIAL TRAINING</th> <th style="width: 50%;">SKILL OR STAT USED</th> </tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> </table>	19. SPECIAL TRAINING	SKILL OR STAT USED											
19. SPECIAL TRAINING	SKILL OR STAT USED														

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
-------------------------	---------------------

* In chest rig
 † With holographic sight, targeting laser, & sound suppressor - +20% bonus to hit as long as shooter has taken no

damage since last action
 † Use Lethality rating if firing bursts
 § Victim -40%

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL UNRUH, Karl		2. PROFESSION (RANK IF APPLICABLE) Special Operator		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Riner, VA		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 31 (MAR 18)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	11	55	
	Constitution (CON)	8	40	Delicate
	Dexterity (DEX)	14	70	Slick
	Intelligence (INT)	14	70	Astute
	Power (POW)	11	55	
	Charisma (CHA)	14	70	Affable
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		10	
	Willpower Points (WP)		11	
Sanity Points (SAN)		55		
Breaking Point (BP)		44		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE	
		14	
		14	
	12. MOTIVATIONS AND MENTAL DISORDERS		
	13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted			

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	30	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	60	<input type="checkbox"/> Forensics (0%)	20	<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	40
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)	50	<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	70
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	50
	<input type="checkbox"/> Athletics (30%)	60	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	50
	<input type="checkbox"/> Bureaucracy (10%)	10	<input type="checkbox"/> Melee Weapons (30%)	70	<input type="checkbox"/> Unarmed Combat (40%)	60
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%) Land	60	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	70	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	30	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)	40	<input type="checkbox"/> Persuade (20%)	20	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	30	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	20			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	60	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=0

Check a box when you attempt to use a skill and fail. After the session, add 1 to each checked skill and erase all checks.

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INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR																					
	<table style="width:100%; border:none;"> <tr> <td style="width:50%;">Tactical body armor - Armour Rating 5</td> <td style="width:50%;">Field dressing</td> </tr> <tr> <td>Kevlar helmet - Armour Rating +1</td> <td>GPS</td> </tr> <tr> <td>Dog tags</td> <td></td> </tr> <tr> <td>* 6 carbine magazines</td> <td></td> </tr> <tr> <td>* 2 pistol magazines</td> <td></td> </tr> <tr> <td>Flexible cuffs</td> <td></td> </tr> <tr> <td>Tactical light</td> <td></td> </tr> <tr> <td>Night vision goggles</td> <td></td> </tr> <tr> <td>Military-band radio with earpiece and throat microphone</td> <td></td> </tr> <tr> <td>Multitool</td> <td></td> </tr> <tr> <td>Compass</td> <td></td> </tr> </table>	Tactical body armor - Armour Rating 5	Field dressing	Kevlar helmet - Armour Rating +1	GPS	Dog tags		* 6 carbine magazines		* 2 pistol magazines		Flexible cuffs		Tactical light		Night vision goggles		Military-band radio with earpiece and throat microphone		Multitool		Compass
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Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	60%		1D4-1				
(b) Assault Carbine	60%	100m	1D12 †	3	10%		30 †
(c) Medium Pistol	60%	15m	1D10				15
(d) Hand Grenade	60%	20m			15%	10m	2
(e) Smoke Grenade	60%	20m					2
(f) Flash-bang...	80%	20m	§			10m	2
(g) Combat Knife	70%		1D6	3			

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY														
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19. SPECIAL TRAINING	SKILL OR STAT USED															

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
-------------------------	---------------------

* In chest rig damage since last action
† With holographic sight, targeting laser, & sound suppressor - +20% bonus to hit as long as shooter has taken no † Use Lethality rating if firing bursts
§ Victim -40%

THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL LEESON, Karina		2. PROFESSION (RANK IF APPLICABLE) Special Operator		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Urbandale, IA		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 55 (OCT 24)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	10	50	
	Constitution (CON)	11	55	
	Dexterity (DEX)	10	50	
	Intelligence (INT)	12	60	
	Power (POW)	14	70	Stoic
	Charisma (CHA)	15	75	Friendly
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		10	
	Willpower Points (WP)		14	
Sanity Points (SAN)		70		
Breaking Point (BP)		56		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		15
		15
12. MOTIVATIONS AND MENTAL DISORDERS		
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	60	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	20
	<input type="checkbox"/> Anthropology (0%)	20	<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)	70	<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	70
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	50
	<input type="checkbox"/> Athletics (30%)	80	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	50
	<input type="checkbox"/> Bureaucracy (10%)	10	<input type="checkbox"/> Melee Weapons (30%)	50	<input type="checkbox"/> Unarmed Combat (40%)	60
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%) Land	60	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	50	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	10	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)	40	<input type="checkbox"/> Persuade (20%)	40	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):	20	<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	40			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	60	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

DB=0

Check a box when you attempt to use a skill and fail. After the session, add 1 to each checked skill and erase all checks.

INJURIES	14. WOUNDS AND AILMENTS
	Has First Aid been attempted since the last injury? <input type="checkbox"/> yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT	15. ARMOR AND GEAR																					
	<table style="width:100%; border:none;"> <tr> <td style="width:50%;">Tactical body armor - Armour Rating 5</td> <td style="width:50%;">Field dressing</td> </tr> <tr> <td>Kevlar helmet - Armour Rating +1</td> <td>GPS</td> </tr> <tr> <td>Dog tags</td> <td></td> </tr> <tr> <td>* 6 carbine magazines</td> <td></td> </tr> <tr> <td>* 2 pistol magazines</td> <td></td> </tr> <tr> <td>Flexible cuffs</td> <td></td> </tr> <tr> <td>Tactical light</td> <td></td> </tr> <tr> <td>Night vision goggles</td> <td></td> </tr> <tr> <td>Military-band radio with earpiece and throat microphone</td> <td></td> </tr> <tr> <td>Multitool</td> <td></td> </tr> <tr> <td>Compass</td> <td></td> </tr> </table>	Tactical body armor - Armour Rating 5	Field dressing	Kevlar helmet - Armour Rating +1	GPS	Dog tags		* 6 carbine magazines		* 2 pistol magazines		Flexible cuffs		Tactical light		Night vision goggles		Military-band radio with earpiece and throat microphone		Multitool		Compass
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Compass																						

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	60%		1D4-1				
(b) Assault Carbine	60%	100m	1D12 †	3	10%		30 †
(c) Medium Pistol	60%	15m	1D10				15
(d) Hand Grenade	80%	20m			15%	10m	2
(e) Smoke Grenade	80%	20m					2
(f) Flash-bang...	100%	20m	§			10m	2
(g) Combat Knife	50%		1D6	3			

REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY														
		<table border="1" style="width:100%; border-collapse: collapse; font-size: x-small;"> <thead> <tr> <th style="width:50%;">19. SPECIAL TRAINING</th> <th style="width:50%;">SKILL OR STAT USED</th> </tr> </thead> <tbody> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> </tbody> </table>	19. SPECIAL TRAINING	SKILL OR STAT USED												
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Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE
-------------------------	---------------------

* In chest rig damage since last action
 † With holographic sight, targeting laser, & sound suppressor - +20% bonus to hit as long as shooter has taken no † Use Lethality rating if firing bursts
 § Victim -40%

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DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL DIEBOLD, Brice		2. PROFESSION (RANK IF APPLICABLE) Special Operator		
	3. EMPLOYER		4. NATIONALITY (U.S.A.) Childwold, NY		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 42 (APR 14)	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
	Strength (STR)	10	50	
	Constitution (CON)	10	50	
	Dexterity (DEX)	11	55	
	Intelligence (INT)	15	75	Sharp
	Power (POW)	12	60	
	Charisma (CHA)	14	70	Likable
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		10	
	Willpower Points (WP)		12	
Sanity Points (SAN)		60		
Breaking Point (BP)		48		
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
		14
		14
	12. MOTIVATIONS AND MENTAL DISORDERS	
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <i>adapted</i> Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <i>adapted</i>		

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	30
	<input type="checkbox"/> Alertness (20%)	60	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	20
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)	50	<input type="checkbox"/> SIGINT (0%)	20
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	70
			<input type="checkbox"/> HUMINT (10%)	10	<input type="checkbox"/> Surgery (0%)	20
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