



QUICKSTART: AGENTS

Delta Green: The Role-Playing Game, © 2015

Stats

A Delta Green Agent is defined on two sides of one page: the character sheet.

The first few lines are self-explanatory: name, occupation, age, etc. Leave “code name” blank unless the Handler (the Game Moderator) says otherwise.

Statistics (stats) define what your Agent is broadly good or bad at. Each has a score from 3 to 18; most human adults have 10 or 11 in each.

Each stat has space for its “x5” rating. Multiply the stat by 5 and fill in that number. We’ll explain that later.

Finally, each stat has a space for “What Others Notice.” There just put in an adjective, something that stands out, for each stat that’s below 9 or above 12. If your INT is 15 you might write “Very clever,” for example.

Attributes

Derived Attributes are point values that sometimes change. “Hit Points (HP)” indicate physical health. “Willpower Points (WP)” indicate mental fortitude and drive. “Sanity Points (SAN)” indicate your sanity, your connection with human reality. The “Breaking Point” is the exact point of SAN at which you will develop a new mental disorder.

Under “Incidents of SAN Loss Without Going Insane,” there are three check boxes each for Violence and Helplessness. If your SAN drops due to violence or helplessness but you don’t go insane, mark an appropriate check-box. If you go insane due to that type of trauma, erase all the marks. If you mark all three boxes, you become “Adapted” and can tolerate that kind of trauma more than other characters; erase the marks and circle Adapted.

Bonds

A Bond is one of the most important human relationships in your life. It’s either a specific person (spouse; son or daughter; best friend) or a group of people who are tightly enough bound that your relationship with one affects your relationships with the others (platoon from the war; spouse and kids; support group).

Each Bond has a score that equals your Charisma stat. When a Bond’s score falls, that relationship suffers.

More demanding occupations allow fewer Bonds.

Motivations

You start with five motivations: personal beliefs, drives, obsessions, or support mechanisms that keep you going. They don’t have scores and they aren’t as powerful as Bonds. Motivations are expressions of Sanity. Bring them up in play to show what recharges your batteries—what motivates you, supports you, and gives your life meaning. Each time your SAN hits your Breaking Point, remove one Motivation.

Skills

Each skill is a body of specialized knowledge that takes months or years to learn and decades to fully master. Each skill has a percentile rating, from zero to 99. That’s your chance of using the skill in a terrible crisis.

Every skill has a base value in parentheses, like “Athletics (30%)”. Every Delta Green Agent starts with that much. Having a skill above the base value you have more training and experience in it. With 40 to 60 above base value you’re an expert, as skilled as a full-time professional.

Weapons

“Skill %” is your skill with that kind of weapon. Copy it from the front of the sheet: Firearms, Heavy Weapons, Melee Weapons, Unarmed Combat, or whatever applies.

Get the other entries from the *Delta Green* rulebook. “Base Range” is the distance at which you can use it without a penalty that reduces your skill. “Damage” is the amount it reduces your target’s Hit Points. “Armor Piercing” is the amount it reduces your target’s Armor Points.

Write notes about other important equipment in the “Armor and Equipment” space. Wearing body armor lets you subtract its Armor Points from a damage roll.

Special Training

Some bodies of knowledge aren’t common to every Agent but don’t require the extensive commitment of skills. You might know how to use lockpicks without having a career in Craft (Locksmith), for example.

Each kind of special training is based on an existing stat or skill: DEX for lockpicking, Swim for SCUBA gear, Athletics for throwing hand grenades, and so on.

If the Handler says you have a particular kind of special training, write it in one of the spaces and check “Y” for “yes”. If the Handler confirms you do not have it, write it in and check “N” for “no”.

Work

The space for “Work Performance” comes up in long-term games that explore the impact (rarely good) of Delta Green on your career.



AGENT CREATION

1. Statistics

Pick one of the following sets and assign each score to one stat. Trade points from one stat to another if you like.

STAT 1	STAT 2	STAT 3	STAT 4	STAT 5	STAT 6
13	13	12	12	11	11
15	14	12	11	10	10
17	14	13	10	10	8

2. Derived Attributes

- **HIT POINTS (HP):** Average of STR and CON.
- **WILLPOWER POINTS (WP):** POW.
- **SANITY POINTS (SAN):** POW × 5.
- **BREAKING POINT:** SAN minus POW.

3. Profession and Skills

- Choose a profession that suits your stats and interests.
- Write down starting skills.
- Note the number of Bonds.
- Choose any eight skills (except Unnatural). Add 20% to the current or base rating of each. If a skill is not in your profession, you can increase it twice.

4. Bonds

Name them. Each starts with a score equal to your CHA.

Bond Examples

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

5. Finishing Details

- Name, age, appearance, personality, motivations.
- Describe something admirable about your agent.
- Describe something others dislike about your agent.

What Kind of Experience Brought You to Delta Green?

Choose one and apply all the listed modifiers.

- **EXTREME VIOLENCE**
+10% Occult.
-5 SAN.
-3 CHA.
Losing 3 CHA means -3 from each Bond.
You are Adapted to Violence.
- **CAPTIVITY OR IMPRISONMENT**
+10% Occult.
-5 SAN.
-3 POW (this does not affect SAN).
Losing 3 POW means +3 to Breaking Point.
You are Adapted to Helplessness.
- **HARD EXPERIENCE**
+10% Occult.
+10% to any four skills (except Unnatural).
-5 SAN.
Remove one Bond.
- **THINGS MAN WAS NOT MEANT TO KNOW**
+10% Unnatural.
+20% Occult.
Reduce SAN by POW.
Reset Breaking Point to new SAN minus POW.
Gain an indefinite insanity caused by the unnatural.

What Skill Ratings Mean

- 1%-19% Dabbler
- 20%-29% Hobbyist
- 30%-39% Basic training or a college minor
- 40%-59% Years of experience or a college major
- 60%-79% Decades of experience or a grad degree
- 80%-99% A lifetime's mastery



CORE PROFESSIONS

each skill begins at the listed rating rather than its base

Anthropologist or Historian

Anthropology or Archaeology 50%
Bureaucracy 40%
Foreign Language 50%
Foreign Language 30%
History 60%
Occult 40%
Persuade 40%
Choose two from:

- Anthropology 40%
- Archeology 40%
- HUMINT 50%
- Navigate 50%
- Ride 50%
- Search 60%
- Survival 50%

BONDS: 4

Federal Agent

Alertness 50%
Bureaucracy 40%
Criminology 50%
Drive Auto 40%
Firearms 50%
Forensics 30%
HUMINT 60%
Law 30%
Persuade 50%
Search 50%
Unarmed Combat 60%

Choose one from:

- Accounting 60%
- Computer Science 50%
- Foreign Language 50%
- Heavy Weapons 50%
- Pharmacy 50%

BONDS: 3

Scientist

Bureaucracy 40%
Computer Science 40%
Science (choose one) 50%
Science (choose another) 50%
Science (choose another) 50%

Choose three from:

- Accounting 50%
- Craft (choose one) 40%
- Foreign Language (choose) 40%
- Forensics 40%
- Law 40%
- Pharmacy 40%

BONDS: 4

Computer Scientist or Engineer

Computer Science 50%
Craft (Electrician) 30%
Craft (Mechanic) 30%
Craft (Microelectronics) 40%
Science (Mathematics) 50%
SIGINT 30%

Choose four from:

- Accounting 50%
- Bureaucracy 50%
- Craft (choose) 40%
- Foreign Language 40%
- Drive Heavy Machine 50%
- Law 40%
- Science (choose) 40%

BONDS: 3

Physician

Bureaucracy 40%
First Aid 60%
Medicine 60%
Persuade 40%
Pharmacy 50%
Science (Biology) 50%
Search 40%

Choose one from:

- Forensics 60%
- Psychotherapy 60%
- Surgery 60%

BONDS: 4

Special Forces

Alertness 50%
Athletics 60%
Demolitions 40%
Firearms 60%
Heavy Weapons 50%
Melee Weapons 60%
Military Science (choose) 60%
Navigate 50%
Stealth 50%
Survival 50%
Swim 50%
Unarmed Combat 60%

Choose one from:

- Drive Auto 60%
- Foreign Language 40%
- HUMINT 50%
- Persuade 60%
- Pilot (Small Boats) 40%
- Ride 50%

BONDS: 1

Other Professions

Author, Editor or Journalist, Criminal, Firefighter, Foreign Service Officer, Intelligence Analyst, Intelligence Case Officer, Lawyer or Business Executive, Nurse or Paramedic, Pilot or Sailor, Police Officer, Programs Manager, Soldier or Marine, etc.



AGENT BACKGROUNDS

an optional way to choose your eight bonus skills

ARTIST, ACTOR, OR MUSICIAN:

Alertness, Craft (choose one), Disguise, Persuade, Art (choose one), Art (choose another), Art (choose another), HUMINT.

ATHLETE:

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

AUTHOR, EDITOR, OR

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

BLUE-COLLAR WORKER:

Alertness, Craft (choose one), Craft (choose another), Drive Auto, Drive Heavy Machine, First Aid, Navigate, Search.

"BLACK BAG" TRAINING:

Alertness, Athletics, Craft (Electrician), Craft (Locksmithing), Criminology, Disguise, Search, Stealth.

BUREAUCRAT:

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

CLERGY:

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

COMBAT VETERAN:

Alertness, Athletics, Dodge, Firearms, First Aid, Melee Weapons, Stealth, Unarmed Combat.

COMPUTER EXPERT:

Computer Science, Craft (Microelectronics), Science (Mathematics), SIGINT; and any four others as personal specialties.

COUNSELOR:

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

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

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

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

GANGSTER OR DEEP COVER:

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

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

LIBERAL ARTS DEGREE:

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

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

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

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

OCCULT INVESTIGATOR:

Anthropology, Archeology, Computer Science, Criminology, History, Occult, Persuade, Search.

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

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

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

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

SCIENCE GRAD STUDENT:

Bureaucracy, Computer Use, Craft (choose one), Foreign Language (choose one), Science (choose three)

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

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

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

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



CORE RULES

Delta Green: The Role-Playing Game

Using Skills

- **ROLL DICE:** When the situation calls for randomness and things are not in your control; in a crisis; in combat; when it hinges on unpredictable NPC behavior; when there are severe consequences at stake. Roll the skill's rating or lower on percentile dice to succeed.
- **DON'T ROLL DICE:** When things are calm and under control. Instead look to the skill and what the skill rating represents. The better the skill, the more you achieve or discover.
- **USING STATS:** If it's "common knowledge" or something most people might achieve without extensive education or training, it doesn't require a skill. Instead use a stat \times 5 as the rating.

Modifiers

Bonuses and penalties are uncommon outside combat. If a modifier does apply, it's usually $\pm 20\%$ (things are especially in your favor or against you) or, rarely, $\pm 40\%$ (you almost shouldn't even need to roll).

Crits and Fumbles

- **CRITICAL SUCCESS:** 01 or success with matching dice (11, 22, 33, etc.).
- **FUMBLE:** 00 or failure with matching dice (99, 88, 77, etc.).

Opposed Skills

If one character actively interferes with another, both roll. A critical beats an ordinary success; otherwise the highest successful roll wins. If no rolls are required, the highest rating wins.

Combat

Each turn represents a few seconds of fighting. Combatants act in order of highest DEX to lowest. When your turn comes, pick one action.

- **AIM:** +20% to the next roll.
- **ATTACK:** Inflict damage. One attack and damage roll with a gun usually represents a few shots.
- **CALLED SHOT:** Ignores cover or armor but at a -20% penalty, or -40% for an especially hard shot.
- **DISARM:** Roll Unarmed Combat. The target gets a free Melee Weapons roll to oppose it.
- **DODGE:** Roll Dodge to oppose an attack, disarm or pin. You can take this action before your turn comes up. Your roll can protect you from more than one attack.
- **ESCAPE:** Get out of being pinned. Roll STR, DEX, or Unarmed Combat opposed by a free STR or Unarmed Combat roll by your opponent.
- **FIGHT BACK:** You can take this action before your turn comes up. Roll Melee Weapons or Unarmed Combat to oppose an attack. Choose whether you fight back with an attack, a called shot, a disarm, or a pin. Your roll can protect you from more than one attack in a turn but can inflict damage (or pin, etc.) only once.
- **MOVE:** Jog 10 m., run 20 m., or sprint 30 m. (Usually you can go up to about 3 m. as part of another action.)
- **PIN:** Hold someone down. The target gets a free Unarmed Combat roll to oppose it. You can attack the pinned target in later turns. Unarmed Combat and Melee Weapons attacks on a pinned target are at +20%.
- **WAIT:** Wait and act after someone else's action this turn.
- **ANYTHING ELSE:** Anything that takes a moment's concentration.

Damage

At 0 HP you die. HP don't go below 0.

- **UNARMED:** 1D3
- **TASER:** Stun (CON test to act), then -20% for 1D20 turns
- **CLUB OR KNIFE:** 1D4 or 1D6
- **MACHETE:** 1D8
- **PISTOL:** 1D8, 1D10, or 1D12
- **RIFLE:** 1D12 or 1D12+2
- **SHOTGUN:** 2D10, 2D6, or 1D6

Kill Damage

A percentile roll for heavy weapons.

- **SUCCESS:** Target drops to 0 HP.
- **FAILURE:** Add up the roll's digits as ordinary damage.

Kill Radius

If the weapon has a Kill Radius, choose its center before attacking.

- **HIT:** A blast does Kill Damage to everyone inside the radius. A burst of bullets hits half. Everyone who survives is suppressed.
- **MISS:** Everyone who would have been in the radius is suppressed.
- **SUPPRESSION:** As your next action either hide behind cover or go prone or else lose 1 SAN.

Armor

- **BODY ARMOR:** Reduces damage from any attack except a called shot or successful Kill Damage.
- **COVER:** Makes a Kill Damage roll automatically fail; reduces damage from any attack except a called shot.



SANITY

Sanity Threats

The three types of SAN loss are violence, helplessness, and the unnatural. Roll Sanity. *Success*: Suffer the first listed loss (the minimum possible with a critical). *Failure*: Suffer the second listed loss (the maximum possible with a fumble).

SUFFERING VIOLENCE	LOSS
Ambushed or hit by gunfire	0/1
Surprised by a corpse	0/1D2
—It's someone you love	0/1D4
Unexpectedly stabbed or strangled	0/1D4
Reduced to 2 HP or less	0/1D6
Tortured	0/1D10

INFLECTING VIOLENCE	LOSS
Seriously harm an innocent	0/1D3
Shove a teammate's body into an incinerator to thwart investigation*	0/1D3
Kill in self-defense*	0/1D4
Kill a murderous enemy in cold blood*	0/1D6
Torture someone	0/1D8
Accidentally kill an innocent*	0/1D8
Kill an innocent in cold blood, even for a good reason*	1/1D10

* For a failed roll add 1 per victim up to the maximum possible roll.

HELPLESSNESS	LOSS
Fired from your job	0/1
Rejected by your spouse	0/1D2
Sentenced to prison	0/1D3
Wake up paralyzed or blind	0/1D3
Find a friend's remains	0/1D3
Flung into a pit of corpses	0/1D4
A Bond suffers permanent harm or indefinite insanity	1/1D4
See or hear a friend being gruesomely killed	0/1D6
A Bond dies	1/1D6
See or hear a Bond being gruesomely killed	1/1D8

Insanity

- **TEMPORARY**: If you lose 5 or more SAN from one incident, you go temporarily insane until the Handler says you snap out of it.
- **INDEFINITE**: If your SAN equals your Breaking Point, you gain an indefinite insanity according to the threat (see examples below). Reset your Breaking Point to your new SAN minus your POW.
- **PERMANENT**: If your SAN drops to 0, you go irretrievably insane.

From Violence

- PTSD
- Addiction
- Depression
- Intermittent explosive disorder
- Totemic compulsion
- Ligypophobia
- Paranoia
- Sleep disorder

From Helplessness

- Depression
- Obsessive/compulsive disorder
- Obsession
- Addiction
- Enclosure-related phobia
- Conversion disorder
- Dissociative identity disorder
- Anxiety disorder

From the Unnatural

- Fugues
- Paranoia
- Amnesia
- Megalomania
- Depersonalization disorder
- Dissociative identity disorder
- Depression
- Sleep disorder

Resistance

You can resist SAN loss and insanity through adaptation and the strength of Bonds. But there's always a cost.

Adaptation

If you lose SAN from a threat three times without going insane, you become adapted. When adapted to a threat, you always succeed at Sanity tests for it. You cannot adapt to unnatural threats.

- **VIOLENCE**: Lose 1D6 CHA and the same amount from each Bond.
- **HELPLESSNESS**: Lose 1D6 POW and add the same amount to your Breaking Point.

Projection

When you lose SAN, you can spend 1D6 WP to reduce the SAN loss by that amount. Reduce one Bond by half that much (round up). The next time you interact with that Bond, describe the deterioration.

Repressing Insanity

When you suffer temporary insanity or an acute episode of indefinite insanity, you can try to keep control of your character by focusing on the people who depend on you.

- Spend 1D6 WP.
- Reduce one Bond by half the WP you spent (round up). The next time you interact with that Bond, describe the strain.
- Attempt a Sanity test, adding the Bond's value as a bonus, to repress the insanity.



ADDITIONAL RULES

Bonding With Delta Green

After someone in your Delta Green team undergoes a catastrophic trauma—suffers temporary insanity, gains a new indefinite insanity, is incapacitated by injuries, etc.—you must make a Sanity test. Success has no effect. Failure means you bond with up to five teammates.

- If you don't already have a Bond with the teammate, gain a new Bond equal to half your CHA. Write "Delta Green" next to the new Bond. You immediately lose 1D3 points from one other (non-Delta Green) Bond.
- If you already have a Bond with the teammate, add 1D3 to it (up to your CHA). Subtract 1 from one other (non-Delta Green) Bond.

More Combat

- **EXPLOSION:** An attack with a Kill Radius of 10+ m. is at +20% to hit.
- **SHOTGUN FIRING SHOT:** +20% at all ranges, not just point blank; double armor.
- **ARMOR-PIERCING AMMO:** -5 Armor, -1 damage.
- **HOLLOW-POINT AMMO:** +1 damage; double armor.
- **LASER SIGHT:** +20% if you have taken no damage since last turn.
- **TELESCOPIC SIGHT:** Double base range if you Aim.
- **3-ROUND BURST:** Kill damage 10%, one target.
- **10-ROUND SPRAY:** Kill damage 10%, Kill Radius 2 m.
- **FIRST AID:** Restores 1D3 HP. At 0 HP, it helps if the Handler says so.
- **SURGERY OR MEDICINE:** Restores 1D4 HP once a week.
- **REST:** CON×5 daily to heal 1 HP.

Willpower

Agents require Willpower points to keep going despite exhaustion, to resist interrogation and persuasion, to withstand mental trauma, and to resist or enact unnatural rituals.

LOW WILLPOWER: At 1 or 2 WP you have an emotional breakdown. You suffer a -20% penalty to all actions until your WP rise above 2.

NO WILLPOWER: When Willpower hits 0, you collapse, incapacitated and perhaps unconscious. You cannot succeed at any tests, including Sanity.

REGAINING WILLPOWER: After a full night's sleep you regain 1D6 WP.

Sleeplessness

The first time you try to sleep after suffering temporary insanity or gaining a new indefinite insanity you must make a Sanity test to get any rest.

SEDATIVES: Drinking or taking sleeping pills gives you a +20% bonus to the Sanity test to get to sleep. If the test fails anyway you're sick the next day, at a -20% penalty to all tests.

Exhaustion

You lose 1D6 WP every CON in hours you work (or less if the work is especially hard). After working CON in hours, you are exhausted. You suffer a -20% penalty to all skills, stat tests, and Sanity tests until you get a full night's rest.

STIMULANTS: Stimulants or chain-smoking offsets the exhaustion penalty by 10% for 2D6 hours, or 20% for hard drugs. Frequent use makes addiction a likely insanity result.

Home

A long-term Delta Green game features occasional scenes that focus on agents' everyday lives. Use them to explore the things that are most important in your agent's life and the costs of involvement in Delta Green.

Personal Pursuits

Choose one personal pursuits. Describe how your agent is pursuing it and roll the appropriate test to resolve it. Here are some examples.

- **FULLFILL RESPONSIBILITIES:** Roll Sanity for one Bond, adding its value as a bonus. *Success:* +1D3 to the Bond. *Fumble:* -1D3 from the Bond and -1 SAN.
- **ESTABLISH A NEW BOND:** Roll CHA×5. *Success:* Gain a new Bond equal to half your CHA; reduce one other Bond by 1D3.
- **GO TO THERAPY BUT LIE ABOUT YOUR TRAUMAS:** Make a Luck Roll. *Success:* +1D3 SAN. *Fumble:* -1 SAN.
- **GO TO THERAPY AND TELL THE TRUTH:** Make a Luck Roll, at a -20% penalty if the therapist thinks your encounters with the unnatural are delusions. *Success:* +1D6 SAN. *Fumble:* -1 SAN.
- **IMPROVE A STAT OR SKILL:** Test the stat or skill. *Failure:* +1D10 to a skill or +1 to a stat.
- **STUDY THE UNNATURAL:** Ask the Handler what happens.

The Cost of Dedication

If you chose any pursuit except "Fulfill Responsibilities," choose one Bond and roll Sanity. *Failure:* -1 from the Bond. Describe how you fail to sustain that relationship.

PHYSICAL INJURIES AND AILMENTS

scan for more



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

ARMOR AND EQUIPMENT

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

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

PERSONAL DETAILS AND NOTES

WORK PERFORMANCE AND NOTES

excellent good unsatisfactory

SPECIAL TRAINING	SKILL OR STAT	TRAINED?
_____	_____	<input type="checkbox"/> Y <input type="checkbox"/> N
_____	_____	<input type="checkbox"/> Y <input type="checkbox"/> N
_____	_____	<input type="checkbox"/> Y <input type="checkbox"/> N
_____	_____	<input type="checkbox"/> Y <input type="checkbox"/> N
_____	_____	<input type="checkbox"/> Y <input type="checkbox"/> N
_____	_____	<input type="checkbox"/> Y <input type="checkbox"/> N

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