



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, profession, 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. 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 Agent's INT is 15 you might write "Very clever," for example.

Attributes

Derived Attributes are point values that change. "Hit Points (HP)" indicate physical health. "Willpower Points (WP)" indicate mental fortitude and drive. "Sanity Points (SAN)" indicate your Agent's connection with reality as most humans understand it. If your agent loses SAN, the "Breaking Point" is the exact point of SAN at which he or she will develop a new disorder.

Under "Incidents of SAN Loss Without Going Insane" are three check boxes each for Violence and Helplessness. If your Agent loses SAN due to Violence or Helplessness but doesn't go insane or suffer a new disorder, mark an appropriate check-box. If the Agent goes insane or gains a new disorder due to that type of trauma, erase all its marks. If you mark all three boxes, your Agent becomes "Adapted" and can tolerate that kind of trauma more than other characters; circle "Adapted."

Bonds

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

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

Especially demanding professions allow fewer Bonds.

Motivations

Your Agent starts with five motivations: personal beliefs, drives, or support mechanisms. They don't have scores and aren't as powerful as Bonds. Instead, motivations are expressions of Sanity. Bring them up in play to show what makes your Agent tick: what motivates and supports your Agent, what gives his or her life meaning. Each time your Agent's SAN hits the 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 indicates more training and experience in it. With 40 or more above base value you're an expert or a full-time professional.

Weapons

"Skill %" is your Agent's 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* rules. "Base Range" is the distance at which the weapon can be used without a penalty. "Damage" is the amount it reduces the target's Hit Points. "Armor Piercing" is the amount it reduces the 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. An Agent 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 your Agent has a particular kind of special training, write it and the relevant stat or skill in one of the spaces.

'Home' Notes

Take notes when events in a Delta Green operation have an impact (rarely good) on your Agent's career and personal life. If your Agent gains a new disorder, for example, it may not manifest right away. Note how you got it and determine the details between operations.



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. All others are at the base values listed on the character sheet.
- Note the number of Bonds.
- Choose any eight skills (except Unnatural). Add 20% to the current value of each. You can increase a skill more than once, but none higher than 80%.

4. Bonds

Each starts with a score equal to your Agent's 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% to Occult.
-5 SAN.
-3 CHA.
Losing 3 CHA means -3 from each Bond.
You are Adapted to Violence.
- **CAPTIVITY OR IMPRISONMENT**
+10% to Occult.
-5 SAN.
-3 POW (this does not affect SAN).
You are Adapted to Helplessness.
- **HARD EXPERIENCE**
+10% to Occult.
+10% to any four skills (except Unnatural).
(This can raise a skill higher than 80%)
-5 SAN.
Remove one Bond.
- **THINGS MAN WAS NOT MEANT TO KNOW**
+10% to Unnatural.
+20% to Occult.
Reduce SAN by POW.
Reset Breaking Point to new SAN minus POW.
Gain a disorder caused by the Unnatural.

What Skill Ratings Mean

- | | |
|---------|--|
| 1%-19% | Dabbler (assuming the skill began at 0%) |
| 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 (choose) 50%
Foreign Language (another) 30%
History 60%
Occult 40%
Persuade 40%

Choose two you don't already have:

- 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 (choose) 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 60%
Craft (Electrician) 30%
Craft (Mechanic) 30%
Craft (Microelectronics) 40%
Science (Mathematics) 40%
SIGINT 30%

Choose four from:

- Accounting 50%
- Bureaucracy 50%
- Craft (choose) 40%
- Foreign Language (choose) 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 50%
- Psychotherapy 60%
- Science (any) 50%
- Surgery 50%

BONDS: 3

Special Operator

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

BONDS: 2

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.



QUICKSTART: CORE RULES

Delta Green: The Role-Playing Game

Using Skills

- **ROLL DICE:** When the situation calls for randomness and things are not under 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 your Agent achieves or discovers.
- **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 good or bad for your Agent) 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 Rolls

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.

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Combat

Each turn represents a few seconds of fighting. Combatants act in order of highest DEX to lowest. When your Agent's 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 Agent's turn comes up. Roll Melee Weapons or Unarmed Combat to oppose an attack. Choose how to fight back: an attack, a called shot, a disarm, or a pin. One roll can protect your Agent from multiple attacks in a turn, but can inflict damage (or disarm or pin) only once.
- **MOVE:** Jog 10 m., run 20 m., or sprint 30 m. (Usually an Agent 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. Your Agent can attack the pinned target in later turns. Unarmed 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 your Agent dies. HP don't go below 0.

- **UNARMED:** 1D4-1
- **TASER:** Stun (CON test to act), then -20% for 1D20 turns
- **CLUB OR KNIFE:** 1D4 or 1D6
- **PISTOL:** 1D8, 1D10, or 1D12
- **RIFLE:** 1D12 or 1D12+2
- **SHOTGUN:** 2D10 up to 10 m. range, 2D6 up to 20 m., or 1D6 beyond 20 m. (firing shot)

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 Agent's next action, either hide behind cover or go prone; or lose 1 SAN.

Armor

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



SANITY

Sanity Threats

The three types of SAN loss are Violence, Helplessness, and the Unnatural. Roll SAN. *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	0/1
—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	0/1D4
Shove a teammate's body into an incinerator to thwart investigation*	0/1D4
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
A Bond breaks permanently	0/1D4
Sentenced to prison	0/1D4
Wake up paralyzed or blind	0/1D4
Find a friend's remains	0/1D4
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
The subject of a Bond dies	1/1D6
See or hear the subject of a Bond get gruesomely killed	1/1D8

Insanity

Losing SAN leads to insanity. A short, sharp shock can cause temporary insanity. Traumas accumulated over time can cause long-term disorders.

Temporary Insanity

If you lose 5 or more SAN from one incident, you go temporarily insane. That's a complete breakdown where the "fight, flight, or submit" response completely takes over until the Handler says you snap out of it.

Disorders

Each time your SAN hits your Breaking Point, two things happen *instantly*. (1) You gain a long-term disorder according to the threat that caused the SAN loss. (2) Reset your Breaking Point to your new SAN minus your POW. Here are sample disorders.

DISORDERS FROM VIOLENCE

- PTSD
- Depression
- Addiction
- Sleep disorder

DISORDERS FROM HELPLESSNESS

- Depression
- Obsessive/compulsive disorder
- Anxiety disorder
- Addiction

DISORDERS FROM THE UNNATURAL

- Depersonalization disorder
- Depression
- Sleep disorder
- Amnesia

Permanent Insanity

If SAN drops to zero, your Agent goes permanently insane and becomes a non-player character.

Resistance

An Agent can resist SAN loss and insanity through adaptation and the strength of Bonds.

Adaptation

An Agent who loses SAN from a threat three times without going insane becomes adapted. An adapted Agent always succeeds at SAN tests for that threat. No Agent can adapt to the Unnatural.

- **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 your Agent loses SAN, you can spend 1D6 WP to reduce the SAN loss by the same amount. Reduce one Bond by half that much (round up). Next time the Agent interacts with that Bond, describe the deterioration.

Repressing Insanity

An Agent suffering temporary insanity or an acute episode of a disorder can try to repress it by focusing on Bonds.

- Spend 1D6 WP.
- Reduce one Bond by half the WP spent (round up). The next time the Agent interacts with that Bond, describe the strain.
- Attempt a new SAN test, adding the Bond's value as a bonus. If it succeeds, your Agent stifles the symptoms of insanity and you retain control of the character after all.



ADDITIONAL RULES

Bonding With Delta Green

After someone in your Agent's Delta Green team undergoes a catastrophic trauma—suffers temporary insanity, gains a new disorder, is incapacitated by injuries, etc.—your Agent must make a SAN test. Success has no effect. Failure means bonding with up to five teammates.

- If the Agent doesn't already have a Bond with the teammate, gain a new Bond equal to half your Agent's CHA. Immediately lose 1D4 points from one other (non-Delta Green) Bond.
- If your Agent already has a Bond with the teammate, add 1D4 to it (up to your Agent's 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 the target's Armor Points.
- **HOLLOW-POINT AMMO:** +1 damage but double the target's Armor Points.
- **LASER SIGHT:** +20% if your Agent has taken no damage since his or her last turn.
- **TELESCOPIC SIGHT:** Double base range if your Agent Aims.
- **3-ROUND BURST:** Kill damage 10%, one target.
- **10-ROUND SPRAY:** Kill damage 10%, Kill Radius 2 m.
- **FIRST AID:** Restores 1D4 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 an Agent has an emotional breakdown. That incurs a –20% penalty to all actions until WP rise above 2.

NO WILLPOWER: At 0 WP an Agent collapses, incapacitated and perhaps unconscious, and cannot succeed at any tests including SAN tests.

REGAINING WILLPOWER: A full night's sleep restores 1D6 WP.

Exhaustion

An Agent who works too long or faces injury or extreme stress loses 1D6 WP and suffers incurs a –20% penalty to all tests (including SAN tests). Further exhaustion may cost more WP. A good night's sleep removes the penalty.

STIMULANTS: Taking mild stimulants removes the exhaustion penalty for 1D6 hours, or 2D6 for hard drugs. Frequent use makes addiction likely as your Agent's next disorder.

Sleeplessness

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

SEDATIVES: Alcohol or sleeping pills grant a +20% bonus to the SAN test to get to sleep. If the test fails anyway your Agent is sick the next day, at a –20% penalty to all tests. Frequent use makes addiction likely as your Agent's next disorder.

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 pursuit. Describe how your Agent is pursuing it and roll the appropriate test to resolve it. Here are some examples.

- **FULLFILL RESPONSIBILITIES:** Roll SAN for one Bond, adding its value as a bonus. *Success:* +1D4 to the Bond. *Fumble:* –1D4 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 1D4.
- **GO TO THERAPY BUT LIE ABOUT YOUR TRAUMAS:** Make a flat 50% roll. *Success:* +1D4 SAN. *Fumble:* –1 SAN.
- **GO TO THERAPY AND TELL THE TRUTH:** Make a flat 50% roll, or 30% 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 SAN. *Failure:* –1 from the Bond. Describe how your Agent fails to sustain the 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

NOTES FOR THE NEXT 'HOME' SCENE

Bonds damaged, injuries suffered, disorders gained and their sources, legal or professional trouble, etc.

SPECIAL TRAINING

SKILL OR STAT USED

_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

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