**GENERAL ABILITIES**

Athletics*  
Bureaucracy*  
Conceal  
Demolitions  
Disguise  
Drive  
Filch  
Firearms  
First Aid  
Heavy Weapons  
Mechanics  
Melee Weapons  
Pilot  
Preparedness  
Psychotherapy  
Ride  
Sense Trouble  
Stealth  
Unarmed Combat

*Default starting rating for Athletics, Bureaucracy, and Agency is 2.

**STABILITY**

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**HEALTH**

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**ACADEMIC ABILITIES**

Accounting  
Anthropology  
Archeology  
Astronomy  
Biology  
Criminology  
Foreign Language  
Histroy  
Law  
Medicine  
Military Science  
Occult  
The Unnatural

**INTERPERSONAL ABILITIES**

Agency* ( )  
Architecture  
Art  
Cop Talk  
Flattery  
HUMINT  
Cryptography  
Inspiration  
Date Retrieval  
Interrogation  
Intimidation  
Fringe Sciecne  
Negotiation  
Notice  
Reassurance  
Streetwise  
Photography  
Tradecraft  
Physics  
SIGINT  
Survival  
Traffic Analysis

**TECHNICAL ABILITIES**

Accounting  
Anthropology  
Archeology  
Astronomy  
Biology  
Criminology  
Foreign Language  
Histroy  
Law  
Medicine  
Military Science  
Occult  
The Unnatural

**AGENT RECORD SHEET**

**AGENT DETAILS**

Player Name:  
Agent Name:  
Age and D/O/B:  
Nationality:  
Branch/Department:  
Profession/Rank:  
Education:  
Motivation:  
Adapted to:  
Violence  
Helplessness

**SERVICE RECORD/BIOGRAPHY**

**INCITING EVENT:**

**SANITY**

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**INVESTIGATIVE ABILITIES**
# The Fall of DELTA GREEN

## AGENT RECORD SHEET

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<thead>
<tr>
<th>BONDS</th>
<th>DISORDERS</th>
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<tbody>
<tr>
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<td>DELTA GREEN Bonds</td>
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<tr>
<th>NETWORK CONTACTS</th>
<th>GEAR/WEAPONS</th>
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<tr>
<td>Name</td>
<td>Notes</td>
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**Unspent Network Pool:** 5

## NOTES

Beliefs, hobbies, obsessions, tastes in music or sports loyalties. What does your Agent drink? What does she smoke?

Something you admire about your Agent.

Something you dislike about your Agent.

Why does DELTA GREEN trust your Agent to confront unnatural threats and keep them secret?

Why does your Agent agree that helping DELTA GREEN and keeping its secrets feeds her Motivation?