**The Fall of Delta Green**

**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**

<table>
<thead>
<tr>
<th>12</th>
<th>13</th>
<th>14</th>
<th>15</th>
</tr>
</thead>
<tbody>
<tr>
<td>-12</td>
<td>-11</td>
<td>-10</td>
<td>-9</td>
</tr>
<tr>
<td>-8</td>
<td>-7</td>
<td>-6</td>
<td>-5</td>
</tr>
<tr>
<td>-4</td>
<td>-3</td>
<td>-2</td>
<td>-1</td>
</tr>
<tr>
<td>0</td>
<td>1</td>
<td>2</td>
<td>3</td>
</tr>
<tr>
<td>4</td>
<td>5</td>
<td>6</td>
<td>7</td>
</tr>
<tr>
<td>8</td>
<td>9</td>
<td>10</td>
<td>11</td>
</tr>
<tr>
<td>12</td>
<td>13</td>
<td>14</td>
<td>15</td>
</tr>
</tbody>
</table>

**Health**

<table>
<thead>
<tr>
<th>10</th>
<th>9</th>
<th>8</th>
<th>7</th>
<th>6</th>
<th>5</th>
<th>4</th>
<th>3</th>
<th>2</th>
<th>1</th>
<th>0</th>
</tr>
</thead>
<tbody>
<tr>
<td>-12</td>
<td>-11</td>
<td>-10</td>
<td>-9</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>-8</td>
<td>-7</td>
<td>-6</td>
<td>-5</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>-4</td>
<td>-3</td>
<td>-2</td>
<td>-1</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>0</td>
<td>1</td>
<td>2</td>
<td>3</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>4</td>
<td>5</td>
<td>6</td>
<td>7</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>8</td>
<td>9</td>
<td>10</td>
<td>11</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>12</td>
<td>13</td>
<td>14</td>
<td>15</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

**Investigative Abilities**

**Academic Abilities**
- Accounting  
- Anthropology  
- Archaeology  
- Astronomy  
- Biology  
- Criminology  
- Foreign Language  
- History  
- Low  
- Medicine  
- Military Science  
- Occult  
- The Unnatural  

**Interpersonal Abilities**
- Agency* ( )  
- Cop Talk  
- Flattery  
- HUMINT  
- Inspiration  
- Intimidation  
- Negotiation  
- Reassurance  
- Streetwise  
- Tradecraft  
- SIGINT  
- Survival  
- Traffic Analysis  

**Technical Abilities**
- Architecture  
- Art  
- Chemistry  
- Cryptography  
- Data Retrieval  
- Forensics  
- Fringe Science  
- Notice  
- Pharmacy  
- Photography  
- Physics  

---

**Agent Details**
- Player Name:  
- Agent Name:  
- Age and D/O/B:  
- Nationality:  
- Branch/Department:  
- Profession/Rank:  
- Education:  
- Motivation:  
- Military Service:  
- Special Skill Training:  
- Special Weapons Training:  
- Hypergeometry:  
- Adapted to:  

---

**Service Record/Biography**

**Inciting Event:**

---

**Sanity**

<table>
<thead>
<tr>
<th>10</th>
<th>9</th>
<th>8</th>
<th>7</th>
<th>6</th>
<th>5</th>
<th>4</th>
<th>3</th>
<th>2</th>
<th>1</th>
<th>0</th>
</tr>
</thead>
</table>
### BONDS

<table>
<thead>
<tr>
<th>Bonds</th>
<th>DISORDERS</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>Diff +</td>
</tr>
</tbody>
</table>

### NETWORK CONTACTS

<table>
<thead>
<tr>
<th>Name</th>
<th>Notes</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>
</tbody>
</table>

**Unspent Network Pool**: 5

### GEAR/WEAPONS

<p>| | |</p>
<table>
<thead>
<tr>
<th></th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
</tr>
</tbody>
</table>

### 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?