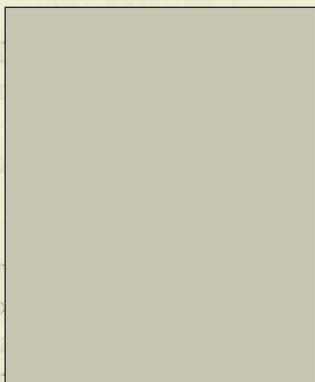


# The Fall of DELTA GREEN

## AGENT RECORD SHEET



### AGENT DETAILS

<b>Player Name:</b>	<b>Service Record:</b>		
<b>Agent Name:</b>	Military Service:		
<b>Age and D/O/B:</b>	Special Skill Training:		
<b>Nationality:</b>	Special Weapons Training:		
<b>Branch/Department:</b>	<b>Hypergeometry:</b>		
<b>Profession/Rank:</b>	Potential:	Rating:	
<b>Education:</b>	<b>Adapted to:</b>		
<b>Motivation:</b>	Violence	Helplessness	

### SERVICE RECORD/BIOGRAPHY

#### INCITING EVENT:

### SANITY

10	9	8	7	6	5	4	3	2	1	0
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### 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		

### STABILITY

-12	-11	-10	-9
-8	-7	-6	-5
-4	-3	-2	-1
0	1	2	3
4	5	6	7
8	9	10	11
12	13	14	15

### HEALTH

-12	-11	-10	-9
-8	-7	-6	-5
-4	-3	-2	-1
0	1	2	3
4	5	6	7
8	9	10	11
12	13	14	15

### INVESTIGATIVE ABILITIES

Academic Abilities	Interpersonal Abilities	Technical Abilities
Accounting	Agency* ( )	Architecture
Anthropology		Art
Archaeology		
Astronomy	Cop Talk	
Biology	Flattery	Chemistry
Criminology	HUMINT	Cryptography
Foreign Language	Inspiration	Data Retrieval
	Interrogation	Forensics
	Intimidation	Fringe Science
	Negotiation	Notice
History	Reassurance	Pharmacy
Law	Streetwise	Photography
Medicine	Tradecraft	Physics
Military Science		SIGINT
Occult		Survival
The Unnatural		Traffic Analysis

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

79-4119/1  
 PASS 99-3302  
 HANDBLER INITIALS  
 EXTENSION NO.

