**The Fall of Delta Green**

**Handler's Agent Tracking Sheet**

| Player          | Agent          | Military Service | Department | Motivation | Bond 1 | Bond 2 | Bond 3 | Bond 4 | Health | Stability | Sanity | Mental Illness | Network | Contact 1 | Contact 2 | Contact 3 | Contact 4 | Accounting | Agency | Anthropology | Archaeology | Architecture | Art (Specialty 1) | Art (Specialty 2) | Astronomy | Biology | Chemistry | Cop Talk | Criminology | Cryptography | Data Retrieval | Flattery | Foreign Language | F Language 2 | F Language 3 | F Language 4 |
|-----------------|----------------|------------------|------------|------------|--------|--------|--------|--------|--------|-----------|--------|----------------|---------|-----------|----------|-----------|----------|-----------|--------|----------------|-----------|--------------|----------------|----------------|-------------|----------|-----------|-----------|-----------|-------------|-------------|-----------|----------|-----------|----------|----------------|-------------|

---

**Classification:** INTERNAL

**Confidentiality:** 0070029-4

**Top Secret**
The Fall of Delta Green

**HANDLER'S AGENT TRACKING SHEET**

<table>
<thead>
<tr>
<th>Player</th>
<th>Agent</th>
<th>Forensics</th>
<th>Fringe Science</th>
<th>History</th>
<th>HUMINT</th>
<th>Inspiration</th>
<th>Interrogation</th>
<th>Intimidation</th>
<th>Law</th>
<th>Medicine</th>
<th>Military Science</th>
<th>Negotiation</th>
<th>Notice</th>
<th>Occult</th>
<th>Pharmacy</th>
<th>Photography</th>
<th>Physics</th>
<th>Reassurance</th>
<th>SIGINT</th>
<th>Streetwise</th>
<th>Survival</th>
<th>The Unnatural</th>
<th>Tradecraft</th>
<th>Traffic Analysis</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

**NOTES**