

**The Fall of  
DELTA  
GREEN**

**HANDLER'S AGENT  
TRACKING SHEET**

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

# The Fall of **DELTA GREEN**

# HANDLER'S AGENT TRACKING SHEET

Player				
Agent				
Forensics				
Fringe Science				
History				
HUMINT				
Inspiration				
Interrogation				
Intimidation				
Law				
Medicine				
Military Science				
Negotiation				
Notice				
Occult				
Pharmacy				
Photography				
Physics				
Reassurance				
SIGINT				
Streetwise				
Survival				
The Unnatural				
Tradecraft				
Traffic Analysis				

## NOTES

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