



CLASSIFIED

INTERNAL

DELTA GREEN 1968/

CONFIDENTIAL

0070029-0

TOP SECRET

The Fall of
**DELTA
GREEN**

AGENT
RECORD
SHEET

BONDS	
Bonds	DELTA GREEN Bonds

DISORDERS	
	Diff +

NETWORK CONTACTS	
Name	Notes
Unspent Network Pool	5

GEAR/WEAPONS	
M16A2 (L1 full auto), 21 mags	d+0
.1911 Pistol, 2 clips	d+1
4 Hand Grenades (L1*)	d+5
Helmet (-3), Flak vest (-2 or -3)	
Backpack, 6 water canteens	
2 C-ration meals, air mattress	
Poncho, 10 empty sandbags	

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.

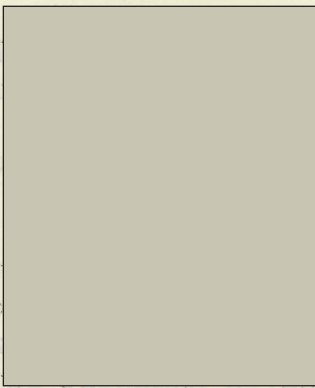
Something you dislike about your Agent.

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?

The Fall of DELTA GREEN

AGENT RECORD SHEET



AGENT DETAILS

Player Name:		Service Record:	
Agent Name:		Military Service:	
Age and D/O/B:		Special Skill Training:	
Nationality: American		Special Weapons Training:	
Branch/Department: CIA		Hypergeometry:	
Profession/Rank: Operative		Potential:	Rating:
Education: University		Adapted to:	
Motivation:		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*	7	
Bureaucracy*	5	
Conceal	4	
Demolitions	2	
Disguise	4	
Drive	2	
Filch		
Firearms	7	
First Aid	3	
Heavy Weapons		
Mechanics	3	
Melee Weapons	2	
Pilot		
Preparedness	4	
Psychotherapy		
Ride		
Sense Trouble	8	
Stealth	8	
Unarmed Combat	4	

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* ()	4	Architecture	
Anthropology	1			Art	
Archaeology					
Astronomy		Cop Talk			
Biology		Flattery		Chemistry	
Criminology		HUMINT	2	Cryptography	
Foreign Language		Inspiration		Data Retrieval	
Russian	1	Interrogation	3	Forensics	
		Intimidation		Fringe Science	
		Negotiation		Notice	2
History	3	Reassurance		Pharmacy	
Law		Streetwise		Photography	
Medicine		Tradecraft	2	Physics	
Military Science				SIGINT	1
Occult				Survival	1
The Unnatural				Traffic Analysis	

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



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[Handwritten initials]

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BONDS	
Bonds	DELTA GREEN Bonds

DISORDERS	
	Diff +

NETWORK CONTACTS	
Name	Notes
Unspent Network Pool	5

GEAR/WEAPONS	
M16A2 (L1 full auto), 21 mags	d+0
.1911 Pistol, 2 clips	d+1
3 Hand Grenades (L1*)	d+5
Helmet (-3), Flak vest (-2 or -3)	
Backpack, 6 water canteens	
2 C-ration meals, air mattress	
Poncho	

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.

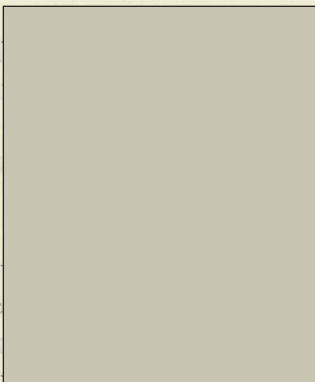
Why does DELTA GREEN trust your Agent to confront unnatural threats and keep them secret?

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

79-4191

The Fall of DELTA GREEN

AGENT RECORD SHEET



EXTENSION NO. HANDBL INITIALS

AGENT DETAILS

Player Name:	Service Record:		
Agent Name:	Military Service: Vietnam		
Age and D/O/B:	Special Skill Training:		
Nationality: American	Special Weapons Training: Machine Gunner		
Branch/Department: Army	Hypergeometry:		
Profession/Rank: Private	Potential:	Rating:	
Education: High School	Adapted to:		
Motivation:	Violence	Helplessness	

SERVICE RECORD/BIOGRAPHY

Faded text describing the agent's service record and biography.

INCITING EVENT:

Faded text describing the inciting event.

SANITY

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

GENERAL ABILITIES

Athletics*	6	
Bureaucracy*	4	
Conceal		
Demolitions		
Disguise		
Drive		
Filch		
Firearms	4	
First Aid	6	
Heavy Weapons	10	
Mechanics		
Melee Weapons	2	
Pilot		
Preparedness		
Psychotherapy		
Ride		
Sense Trouble	8	
Stealth	8	
Unarmed Combat	4	

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

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* ()	5
Architecture		
Anthropology		Art
Art		2
Archaeology		
Astronomy	Cop Talk	
Biology	Flattery	
Chemistry		
Cryptography	HUMINT	1
Data Retrieval	Inspiration	1
Forensics	Interrogation	
Fringe Science	Intimidation	3
Notice	Negotiation	1
3	Reassurance	
Pharmacy	Streetwise	
Photography	Tradecraft	
Physics		
SIGINT	Military Science	2
Survival	Occult	
2	The Unnatural	
Traffic Analysis		



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11

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BONDS	
Bonds	DELTA GREEN Bonds

DISORDERS	
	Diff +

NETWORK CONTACTS	
Name	Notes
Unspent Network Pool	5

GEAR/WEAPONS	
M-60 (L1*), 100 bullets (x2)	d+3
4 Hand Grenades (L1*)	d+5
Helmet (-3), Flak vest (-2 or -3)	
Backpack, 6 water canteens	
2 C-ration meals, air mattress	
Poncho, 10 empty sandbags	

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.

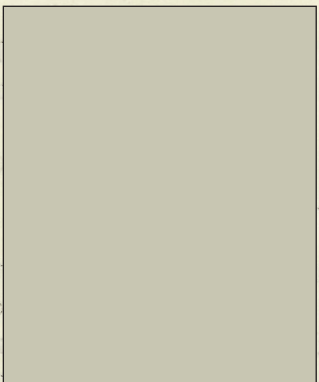
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79-4191
 PASS 99-3302
 HANDLER INITIALS
 EXTENSION NO.

The Fall of DELTA GREEN

AGENT RECORD SHEET



AGENT DETAILS			
Player Name:		Service Record:	
Agent Name:		Military Service: Vietnam	
Age and D/O/B:		Special Skill Training: Medic	
Nationality: American		Special Weapons Training:	
Branch/Department: Army		Hypergeometry:	
Profession/Rank: Specialist		Potential:	Rating:
Education: High School		Adapted to:	
Motivation:		Violence	Helplessness

SERVICE RECORD/BIOGRAPHY
INCITING EVENT:

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

GENERAL ABILITIES		
Athletics*	6	
Bureaucracy*	4	
Conceal		
Demolitions		
Disguise		
Drive		
Filch		
Firearms	4	
First Aid	12	
Heavy Weapons		
Mechanics		
Melee Weapons	3	
Pilot		
Preparedness	3	
Psychotherapy	4	
Ride		
Sense Trouble	5	
Stealth	5	
Unarmed Combat	3	

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

INVESTIGATIVE ABILITIES								
Academic Abilities			Interpersonal Abilities			Technical Abilities		
Accounting			Agency* ()	4		Architecture		
Anthropology						Art		
Archaeology								
Astronomy			Cop Talk					
Biology			Flattery			Chemistry		
Criminology			HUMINT			Cryptography		
Foreign Language			Inspiration			Data Retrieval		
			Interrogation			Forensics	2	
			Intimidation			Fringe Science		
			Negotiation			Notice	3	
History			Reassurance	3		Pharmacy	3	
Law			Streetwise			Photography		
Medicine	2		Tradecraft			Physics		
Military Science						SIGINT		
Occult						Survival	3	
The Unnatural						Traffic Analysis		

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DISORDERS	
	Diff +

NETWORK CONTACTS	
Name	Notes
Unspent Network Pool	5

GEAR/WEAPONS	
.1911 Pistol, 2 clips	d+1
1 M60 bandolier (200 bullets)	
1 smoke grenade	
Helmet (-3), Flak vest (-2 or -3)	
Medical kit, poncho	
Backpack, 6 water canteens	
2 C-ration meals, air mattress	

NOTES

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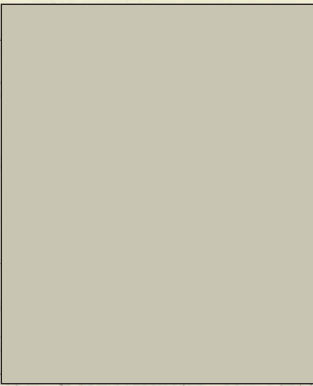
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79-4191
 EXTENSION NO. 3392
 HANDLER INITIALS

The Fall of DELTA GREEN

AGENT RECORD SHEET



AGENT DETAILS	
Player Name:	Service Record:
Agent Name:	Military Service: Vietnam
Age and D/O/B:	Special Skill Training: Radio Telephone
Nationality: American	Special Weapons Training:
Branch/Department: Army	Hypergeometry:
Profession/Rank: Specialist	Potential: Rating:
Education: High School	Adapted to:
Motivation:	Violence Helplessness

SERVICE RECORD/BIOGRAPHY
INCITING EVENT:

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

GENERAL ABILITIES	
Athletics*	6
Bureaucracy*	4
Conceal	
Demolitions	
Disguise	
Drive	
Filch	
Firearms	6
First Aid	3
Heavy Weapons	
Mechanics	8
Melee Weapons	3
Pilot	
Preparedness	7
Psychotherapy	
Ride	
Sense Trouble	7
Stealth	4
Unarmed Combat	4

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

INVESTIGATIVE ABILITIES				
Academic Abilities	Interpersonal Abilities	Technical Abilities		
Accounting	Agency* ()	3	Architecture	
Anthropology			Art	
Archaeology				
Astronomy	Cop Talk			
Biology	Flattery		Chemistry	
Criminology	HUMINT	2	Cryptography	2
Foreign Language	Inspiration		Data Retrieval	
	Interrogation		Forensics	
	Intimidation		Fringe Science	
	Negotiation	2	Notice	3
History	Reassurance		Pharmacy	
Law	Streetwise		Photography	
Medicine	Tradecraft		Physics	
Military Science			SIGINT	3
Occult			Survival	3
The Unnatural			Traffic Analysis	

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BONDS	
Bonds	DELTA GREEN Bonds

DISORDERS	
	Diff +

NETWORK CONTACTS	
Name	Notes
Unspent Network Pool	5

GEAR/WEAPONS	
M16A2 (L1 full auto), 21 mags	d+0
4 Hand Grenades (L1*)	d+5
Helmet (-3), Flak vest (-2 or -3)	
Radio Telephone	
Backpack, 6 water canteens	
2 C-ration meals, air mattress	
Poncho, 10 empty sandbags	

NOTES

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

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AGENT RECORD SHEET



AGENT DETAILS

Player Name:	Service Record:		
Agent Name:	Military Service:		
Age and D/O/B:	Special Skill Training:		
Nationality: American	Special Weapons Training:		
Branch/Department: State	Hypergeometry:		
Profession/Rank: For. Ser. Officer	Potential:	Rating:	
Education: University	Adapted to:		
Motivation:	Violence	Helplessness	

SERVICE RECORD/BIOGRAPHY

INCITING EVENT:

SANITY

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

GENERAL ABILITIES

Athletics*	8	
Bureaucracy*	10	
Conceal		
Demolitions		
Disguise		
Drive	3	
Filch		
Firearms	6	
First Aid	4	
Heavy Weapons		
Mechanics	2	
Melee Weapons		
Pilot	2	
Preparedness	8	
Psychotherapy	2	
Ride	3	
Sense Trouble	4	
Stealth	2	
Unarmed Combat		

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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* () 2	Architecture
Anthropology 1		Art
Archaeology 2		
Astronomy	Cop Talk	
Biology	Flattery 2	Chemistry
Criminology	HUMINT 2	Cryptography
Foreign Language	Inspiration	Data Retrieval
French 3	Interrogation	Forensics
	Intimidation	Fringe Science
	Negotiation 2	Notice 1
History 2	Reassurance	Pharmacy
Law	Streetwise	Photography
Medicine	Tradecraft	Physics
Military Science		SIGINT 1
Occult 1		Survival
The Unnatural		Traffic Analysis 1



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AGENT RECORD SHEET

BONDS		
Bonds	DELTA GREEN Bonds	

DISORDERS	
	Diff +

NETWORK CONTACTS	
Name	Notes
Unspent Network Pool	5

GEAR/WEAPONS	
M16A2 (L1 full auto), 21 mags	d+0
4 Hand Grenades (L1*)	d+5
Helmet (-3), Flak vest (-2 or -3)	
Backpack, 6 water canteens	
2 C-ration meals, air mattress	
Poncho	

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.

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