

1. BELIEVED TO BE (BTB) IDENTIFIED DECEASED

Quez, Richard Louis  
ORGANIZATION: U.S. AIR FORCE  
GRADE: AIRMAN 1ST CLASS  
DECEASED FROM: UNKNOWN  
DATE OF DEATH: 1971-10-07  
RECOGNITION: 422-1234  
IDENTIFICATION: N/A  
LAC: 19710407  
BIRTHMARK AND MOLE: Alabama Medical  
SYMPTOMS: Amputation

d. I HAVE PERSONALLY VIEWED THE REMAINS BTB IDENTIFIED ABOVE. RECOGNITION IS BASED ON THE FOLLOWING:

Birthmark and mole, left collarbone below line of amputation.

TE SIGNED

# DEETTA GREEN

## NEED TO KNOW

A Role-Playing Game of Lovecraftian Horror and Conspiracy

# DELTA GREEN

## // Need to Know //

*“Who knows the end? What has risen may sink, and what has sunk may rise. Loathsomeness waits and dreams in the deep, and decay spreads over the tottering cities of men.”*

—H.P. Lovecraft

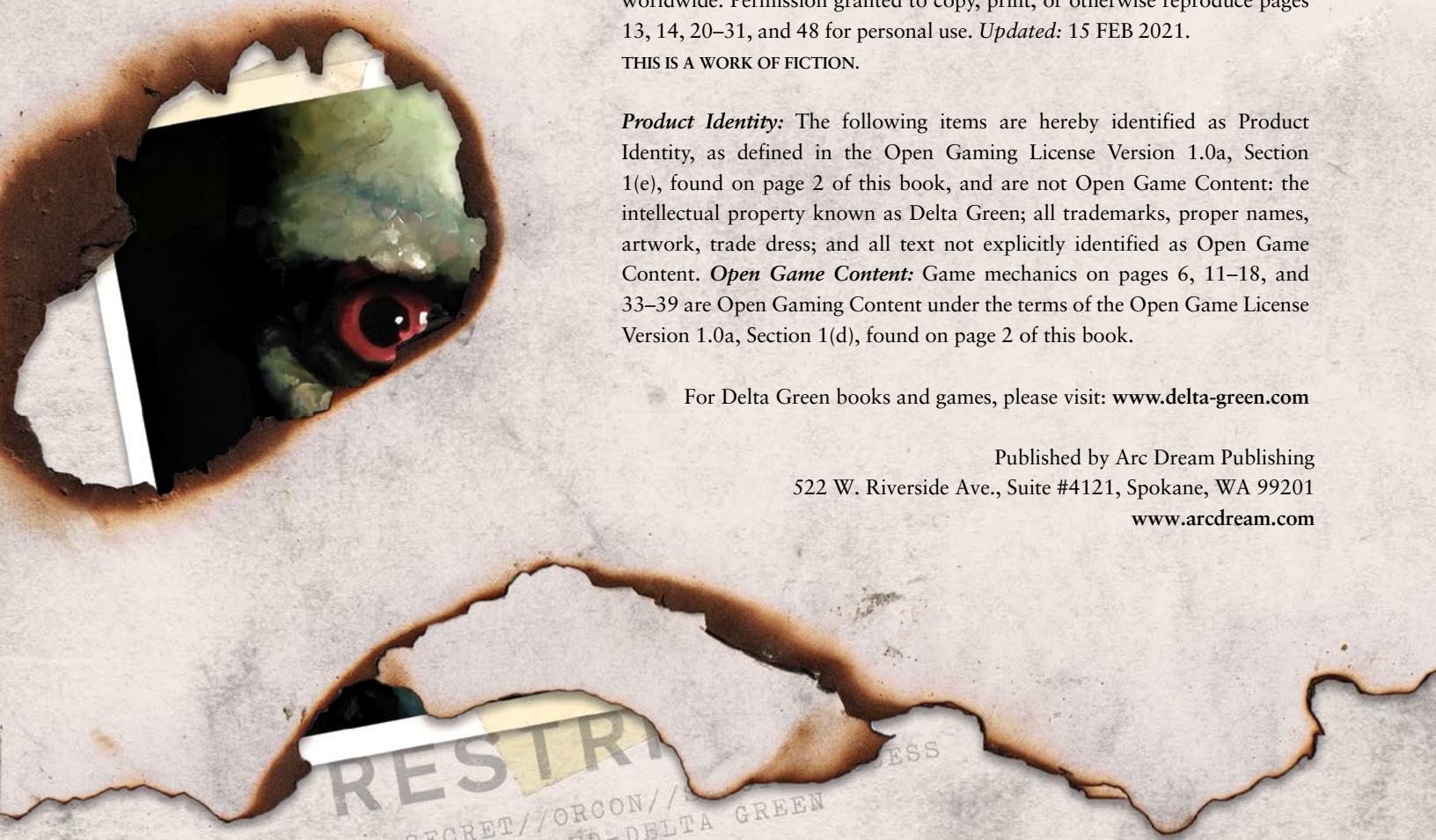
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TOP SECRET

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PAGE 1 OF 6 (3 ATTACH.)  
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Effective Immediately:

1. Department of War program (executive order 12FEB42  
0001253ROOSEVELT), code named DELTA GREEN, and dissolved  
on 12JUL71, is hereby immediately reactivated under  
Department of Defense as a special access

2. This Special Access  
but operates under

# // Welcome to Delta Green //



**DELTA GREEN IS A ROLE-PLAYING GAME ABOUT** cosmic terror and deadly conspiracy. It's about men and women making awful choices and doing terrible things to prevent far worse horrors: incursions of unnatural forces that infect and destroy humanity.

*Delta Green* is a game about fear. About seeing the horrors to come and choosing to stand against them. This book provides everything you need to play. More detailed rules can be found in the *Handler's Guide* and in the *Agent's Handbook*, which is a rulebook that includes only material necessary for players.

## A Role-Playing Game

*Delta Green* is played by a handful of friends around a table or in an Internet conference. One player is the Handler, responsible for presenting and managing the game. The other players take the role of Agents of a secret organization called Delta Green. Agents investigate horrors described by the Handler. As an Agent's player, you describe how your Agent acts and reacts, what your Agent says and does. The Handler describes what happens next. The goal is to become so immersed in your Agent's imagined experiences that the real world drops away and you can feel the chill of unnatural horror.

## The Handler

The Handler is the emcee, referee, host, and narrator. If you're the Handler, your job is to present a mystery to the players, some terrible event that their Agents must investigate, a horrific threat that they must thwart, as well as the consequences if they fail. You take the roles of all other characters that Agents encounter. It's also your job to present clues that lead the Agents deeper into the mystery, and to make sure that overlooking an important clue doesn't leave the players stymied.

## The Operation

There are many Delta Green operations already written, some freely available online and some available for purchase. There's one, "Last Things Last," at the end of this very book.

The Handler needs to read an operation thoroughly to be ready to run it. Only the Handler should read the operation!

Many Handlers create their own operations from scratch. The *Delta Green* core rulebooks include many suggestions and guidelines to make that easy.

## The Result

As the Handler describes unnatural terrors and the players describe their Agents' reactions and investigations, a narrative emerges—a tale of secrets and dread, of deep horror and terrible consequences. That's *Delta Green*.



## What You Need

With this book and the Handler's Screen that comes with it, you have everything you need to play *Delta Green*. In this book you'll find rules for creating Agents, six sample Agents, a fully playable version of the core rules, and an operation ready to play. On the Handler's Screen you'll find useful charts and tables to enhance your game.

You also need pencils to record changes to your character sheet, scratch paper to draw sketches and take notes, and dice.

*Delta Green* uses polyhedral dice common to tabletop role-playing games: four-sided, six-sided, eight-sided, ten-sided, twelve-sided, and twenty-sided. The game plays best when you have a few of each on the table. Or you can find automated dice rollers on the Web and as mobile apps. (For iOS users we recommend "Mach Dice" by MachWerx.)

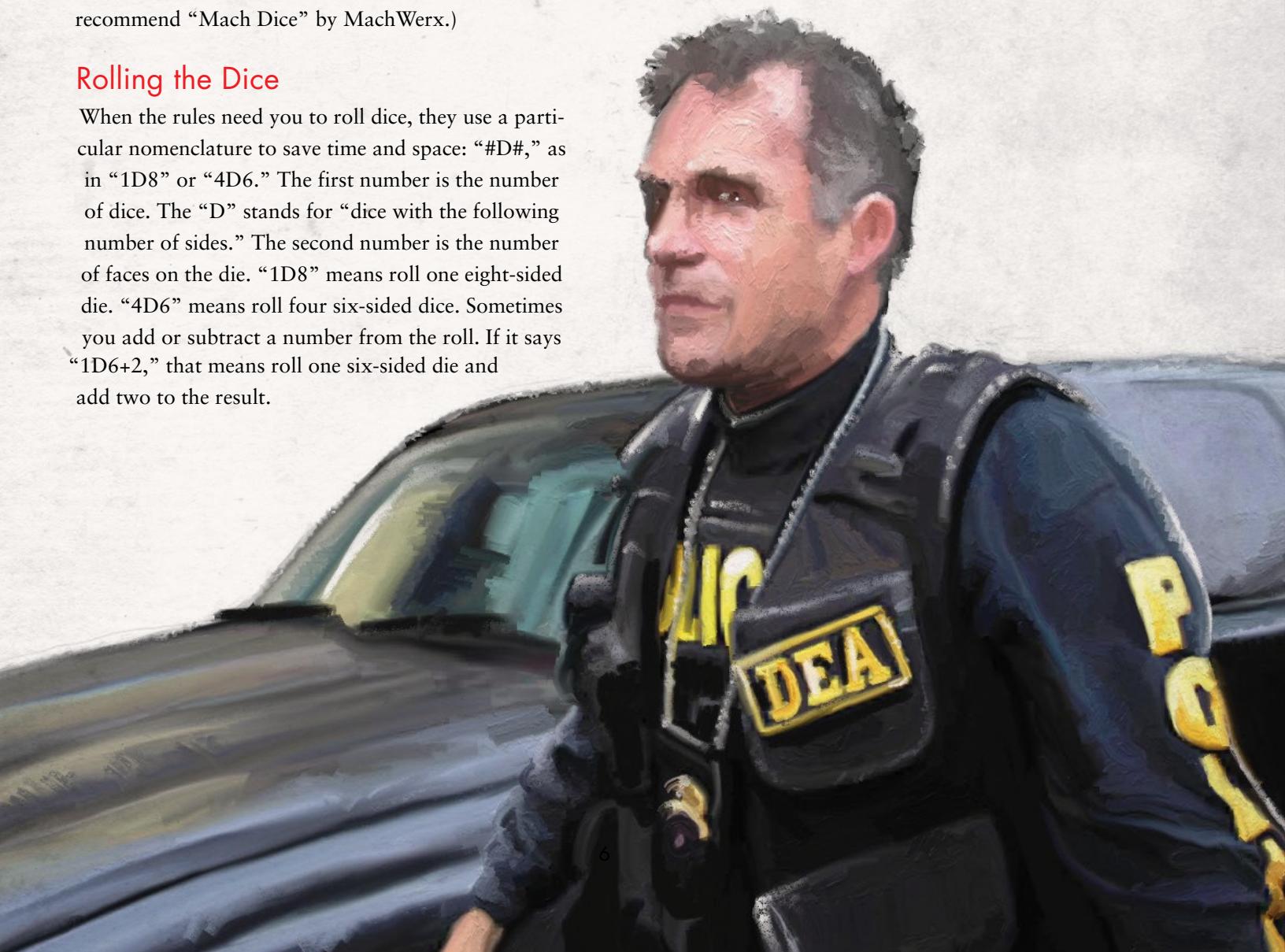
### Rolling the Dice

When the rules need you to roll dice, they use a particular nomenclature to save time and space: "#D#", as in "1D8" or "4D6." The first number is the number of dice. The "D" stands for "dice with the following number of sides." The second number is the number of faces on the die. "1D8" means roll one eight-sided die. "4D6" means roll four six-sided dice. Sometimes you add or subtract a number from the roll. If it says "1D6+2," that means roll one six-sided die and add two to the result.

### Percentile Dice ("1D100")

Actions in *Delta Green* are resolved using percentile dice. That means you roll 2D10 (two ten-sided dice) to get a number from 1 to 100. Before you roll, designate one die as the tens digit and the other as the ones digit. A zero (0) on the tens die counts as zero except when the ones die is also 0; then the 0 on the tens die counts as 10. For example:

- » The tens die comes up "0" and the ones die comes up "3": 03, or 3.
- » The tens die comes up "3" and the ones die comes up "0": 30.
- » Both dice come up "0": 100.
- » The tens die comes up "6" and the ones die comes up "2": 62.



## How to Be a Player

A *Delta Green* game begins with the Handler asking the players to introduce their Agents. Describe what your Agent's day-to-day life is like: work, friends, family, the mundane but critical things your Agent is willing to die for. The Handler's next job is to introduce the operation: the events that will lead your Agent to confront unnatural horror.

As a player, you speak in your Agent's voice and work with your friends at the table to make sure it's a game that everyone enjoys.

### Describe Your Agent's Actions

First and foremost, listen to the Handler and react to what he or she says. The Handler is your window into your Agent's world. Ask questions. Describe how your Agent reacts. The Handler says what happens next.

Sometimes you want your Agent to do things that may not succeed. This is likely in a crisis or emergency when events spiral out of control. The Handler may ask you to roll dice. Roll well, and achieve what you wanted. Fail, and you don't. Either way, the Handler takes that into account to describe what happens next.

### Respond Quickly

Don't let the game bog down while you decide the best way out of a bad situation. Act on your Agent's instincts. Keep the game moving.

### Speak for Your Agent

One way to immerse yourself in a game like *Delta Green* is to speak in your Agent's voice. Think like your Agent, take on mannerisms you've invented for your Agent, and imagine the horrors of the game from your Agent's point of view. If things get too intense, take a break. But remember that you and the other players are here for a horror game.

### Respect the Mood

Mood is everything! Enjoy the bleak humor that often comes from seeing the trouble that Agents fall into, but don't let your eagerness to get a laugh ruin the suspense and the chill of confronting cosmic terrors.

### Work With the Other Players

As a role-playing game, *Delta Green* is social. How you behave at the table affects how everyone enjoys the game. The same social rules apply here as in any conversation.

Don't talk over other players and don't try to keep all the attention. Offer ideas and suggestions, but don't tell people they're doing it wrong.

Avoid arguments. If you disagree with another player's decision or the Handler's interpretation of the rules, let it slide. If you think it's critical, talk to the Handler about it.

### Trust the Handler

You're both here for the same reason: a suspenseful, horrifying game of *Delta Green*.



## HOW TO BE THE HANDLER

The Handler's job is harder than playing an Agent, but it can be far more rewarding. The best Handler has an active imagination, good judgment, a willingness to improvise, and a keen sense of mood and timing. But even if you've never run a role-playing game before, you can run Delta Green.

### MAINTAIN THE MOOD

Delta Green is a horror game, and not just any kind of horror. It's about Lovecraftian cosmic terror. It's about confronting threats beyond human comprehension. It's about the end of humanity and the struggle to keep it at bay just a little longer. The more you evoke that mood at the table, in large ways and small, the more memorable and thrilling the game will be. Constantly look for ways to reinforce a sense of the Agents' isolation and vulnerability in a predatory world.

### PRESENT A VIVID WORLD

The players' Agents act in an imagined world that is, in most respects, like our own. If you say they're in a downtown warehouse, the players will already know what you mean. Be sure to fill in details to help bring that world to life. Is the warehouse dusty from disuse? Is it stifling hot from the summer heat, or shakily cold from the winter snow? Is it crowded with pallets and machinery and crates, or is it an empty cavern? Help the players see the world through their Agents' eyes.

### PORTRAY INTERESTING CHARACTERS

Present every non-player character ("NPC") as a fully realized human being. Every character has an agenda that the Agents must try to discern. Even if a character is featured for only a few minutes, he or she should feel real and interesting. If a character is dull, take a moment to put yourself in that character's head and figure out how he or she would respond to the game's events and the Agents' actions. This is especially important for characters who are the least sympathetic, such as people who willingly embrace unnatural horrors to get what they want. Not even the most murderous cultist sees himself as a villain. If you can make the players sympathize with their enemies, the terrors of Delta Green become more pronounced.

### INTERPRET THE RULES FAIRLY

Sometimes there's disagreement about how a rule should work. When necessary, it's the Handler's job to act as referee. You need to learn the rules, and be willing to make a judgment call in order to keep things moving. Never forget that you and your friends are at the table to have a good time playing a scary game. Make sure you hear what the players have to say. If you overrule someone, be patient and respectful. Earn the players' trust and keep it. But always err on the side of fear.

## Example of Play

Amber is playing FBI Special Agent Cornwell. Tabitha is playing Dr. Palmer, an anthropology professor who advises the FBI on unusual cases. Cornwell and Palmer belong to Delta Green.

Cornwell and Palmer are seeking the hide-out of a cult that seems to have ties to unnatural, inhuman forces. They figured out that it was someplace downtown, in a bad part of the city. Then they heard on a police scanner that two cops were going to a derelict, downtown tenement for a complaint of screams and weird noises. The Agents drove there fast and went inside.

HANDLER: "It's all run-down and water-damaged. It stinks of mold. It's very quiet and dark."

TABITHA: "I'm looking for anything strange."

HANDLER: "Things are quiet and under control right now, so you don't need to roll. Your Search skill is at least 40%, right? In the second tenement, you find especially weird graffiti."

TABITHA: "Weird, how? I have Anthropology at 70% and Occult at 80%."

HANDLER: "It's pictorial, almost like a cave painting but with spray-paint. You recognize human figures inside a blocky shape. Maybe a building. They're dancing around a crazy black shape. It's drawn like the artist was having a seizure."

AMBER: "I keep going. We need to find the cops."

HANDLER: "Further in, the air starts to smell worse. Like blood and sewage."

TABITHA: "We should leave."

AMBER: "No! Where are the damn cops?"

HANDLER: "You find them two doors down, in a living room where the floor has caved in. One is on his stomach, covered in blood. You think he's breathing. The other is...everywhere. It's like she exploded. Make a Sanity roll. Lose 1D6 SAN—Sanity Points—if you fail."

AMBER: "Jesus. No kidding. I have 60 SAN and I rolled...48. Success. OK, I yell out, 'Palmer!'"

TABITHA: "I run over. Don't ask me why."

AMBER: "I pull the live one out of there."

HANDLER: "Something erupts from the wreckage."

TABITHA: "I told you we should leave!"

HANDLER: "It's like crumbled plaster, wood chips, viscera and bone all adhering to an invisible shape. It rises up into some indefinable pattern. Make a SAN roll. Lose 1D6 if you succeed or 1D10 if you fail."

AMBER: "I roll...95. Shit. OK, the 1D10 says 8."

HANDLER: "That's enough to go temporarily insane."

AMBER: "I can reduce the SAN loss by projecting onto a Bond, right? I'm doing this for my kids!"

HANDLER: "Sure you are. Roll 1D4. Take that much off your Willpower Points, off the Bond, and off the SAN loss."

AMBER: "I rolled...2. Come on! OK, so I spend 2 WP and take 2 off the Bond with the kids. I guess I'm going to be a worse parent after this. And it reduces the SAN loss to 6."

HANDLER: "That's still enough loss for temporary insanity. You lose control. Palmer, you come around the corner and see all this horror. I'll get to your SAN loss in a minute. You see Cornwell scream and raise up the shotgun to fire. But Cornwell, your Dexterity is 11, right? That's lower than the...thing's...so it goes first. It has a 50% chance to hit and rolls...12."

AMBER: "Can I Dodge?"

HANDLER: "You're insane, remember? Sorry, you're trying to shoot. Its damage roll is...ouch. 17."

AMBER: "What?!"

HANDLER: "Yeah."

AMBER: "OK, I can take off 3 for my body armor. That's still 14 damage. I only have 12 Hit Points."

HANDLER: "Yeah. Palmer, you see the weird shape slam into Cornwell like a snake striking. That cuts off her screams instantly. She just falls apart. There's blood everywhere. Some of her adheres to the other gore and debris around the shape. The rest of her spatters all over you and the room. The shape takes on some new, inscrutable configuration for an instant. Then it turns toward you. Roll SAN."

TABITHA: "Uh. Yeah. I roll 20. Success."

HANDLER: "OK. I'll roll for how much you lose. Only 4! Lucky you. What do you do?"

# // What Is an Agent? //



RESTRICTED

DELTA GREEN REVOLVES AROUND AGENTS. THE rules define Agents in great detail to help the players bring them to life.

## The Character Sheet

Take a look at the character sheet on pages 13 and 14. All the ingredients of an Agent are there.

### Name

What's your Agent's name? *Delta Green* games are most effective when they feel grounded in the real world, so make the name sound real. Avoid clichés and silliness.

### Profession

This is your biggest decision. Profession determines your Agent's skills, role in an operation, and sometimes the resources your Agent can bring to bear by requisitioning equipment. A handful of core professions are most frequently seen among Agents: Anthropologist or Historian, Computer Scientist or Engineer, Federal Agent, Physician, Scientist, and Special Operator. Many other professions are described in the *Agent's Handbook*.

### Employer

Which agency or company does your Agent work for? Include your Agent's job title or rank if appropriate.

### Nationality

The Delta Green organization exists within the U.S. government, so most Agents are American. But if your game is set in another country, your Agents could be local, unofficial "friendlies" who conduct Delta Green operations with the guidance of a Delta Green control officer—someone from the CIA or the military—played by the Handler.

### Sex and Age

Delta Green mostly recruits Agents in their thirties, old enough to be established in challenging careers. Most Agents stay in the group until retirement age if they live that long. If your Agent is younger, what special skills or circumstances brought him or her into the group? If older, what causes your Agent to stay?

### Education and Occupational History

Most Agents are in professions that require higher education, a bachelor's degree or a graduate degree. Describe an education that fits your Agent's skills.

### Statistics

Six statistics (stats) define what your Agent is good or bad at in very broad terms: Strength (STR), Constitution (CON), Dexterity (DEX), Intelligence (INT), Power (POW), and Charisma (CHA). They indicate overall qualities, not specific training. Each has a score from 3 to 18. Most human adults have 10 or 11 in each. Stats lower than 6 or higher than 15 are rare.

Each stat has space for its "×5" rating. Multiply the stat by 5 and fill in that number. That's the percent chance that your Agent can use the stat successfully in a crisis.

Each stat has a space for "Distinguishing Features." If the stat is below 9 or above 12, it stands out in some way. Write an adjective or a short description to illustrate it. If INT is 15 you might write "Very clever," for example.

## Derived Attributes

Derived Attributes are point values that change. Hit Points (HP) indicate physical health. Willpower Points (WP) indicate mental fortitude and drive. Sanity Points (SAN) indicate a connection with humanity and reality as most people perceive it. The Breaking Point is the exact point of SAN at which your Agent has been worn down enough by trauma to develop a new, long-term mental disorder. If SAN reaches that point or below, subtract your Agent's POW from the new SAN. That's your Agent's new Breaking Point.

## Bonds

A Bond represents the most important human relationships in your Agent's life. It's either a specific person (spouse; son or daughter; best friend) or a group of people who are tightly bound such that your relationship with one affects your relationships with all (the platoon; spouse and kids; support group).

Each Bond has a score that begins equal to your Agent's Charisma stat. When a Bond's score falls, that relationship suffers. Explore the damage in Home scenes between operations. Demanding professions allow fewer Bonds.

## Motivations and Mental Disorders

Your Agent starts with five motivations: personal beliefs, drives, or obsessions. Motivations aren't as powerful as Bonds, so they don't have scores. Bring them up in play to show what motivates and supports your Agent and makes life worth living. Each time SAN hits the Breaking Point, replace a motivation with your Agent's new mental disorder.

## Incidents of SAN Loss Without Going Insane

There are three check-boxes each for Violence and Helplessness. They track how close your Agent is to becoming psychologically adapted to that kind of trauma. If your Agent loses 1 or more SAN due to Violence or Helplessness but doesn't go insane, mark the appropriate check-box. If your Agent goes insane due to that type of trauma, erase all the marks. See ADAPTING TO SANITY LOSS on page 38 for details.

## Skills

A skill is a body of specialized knowledge that takes months or years to learn and decades to master. Each skill has a percentile rating, from zero to 99. That's your Agent's percent chance of using the skill in a crisis.

The skills are defined in detail in the *Agent's Handbook*. They're self-explanatory with a few exceptions:

- » **Craft** is the mastery of some difficult trade such as electronics, carpentry, or plumbing.
- » **HUMINT** is human intelligence, the study and deciphering of behavior and motivations.
- » **SIGINT** is the skill of encryption, decryption, and signals intelligence.
- » The **Unnatural** skill indicates knowledge of Things Man Was Not Meant to Know, the most awful secrets of reality.

## What Skill Ratings Represent

Every skill has a base value in parentheses, like "Athletics (30%)". Every Delta Green Agent starts with at least that much of the skill. Having a skill above the base value reflects unusual training and experience.

Skill Rating	Amount of Training
1%–19%	Dabbler (assuming the skill started at 0%)
20%–29%	Hobbyist
30%–39%	Basic training or a college minor
40%–59%	Years of experience or a college major
60%–79%	Decades of experience or a grad degree
80%–99%	A lifetime's mastery

# DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL				2. PROFESSION (RANK IF APPLICABLE)		
	3. EMPLOYER				4. NATIONALITY		
	5. SEX <input type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____		6. AGE AND D.O.B.		7. EDUCATION AND OCCUPATIONAL HISTORY		
STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES			
	Strength (STR)						
	Constitution (CON)						
	Dexterity (DEX)						
	Intelligence (INT)						
	Power (POW)						
	Charisma (CHA)						
	9. DERIVED ATTRIBUTES			MAXIMUM	CURRENT		
	Hit Points (HP)			(STR + CON)/2			
	Willpower Points (WP)			POW			
Sanity Points (SAN)			99 - Unnatural				
Breaking Point (BP)			N/A				
10. PHYSICAL DESCRIPTION							
APPLICABLE SKILL SETS					11. BONDS		
					<input type="checkbox"/>		
					<input type="checkbox"/>		
					<input type="checkbox"/>		
					<input type="checkbox"/>		
					<input type="checkbox"/>		
	Check a damaged Bond's box until the next Home scene ends.						
	12. MOTIVATIONS AND MENTAL DISORDERS						
	REstricted SPECIAL ACCESS						
	13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE						
	Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted						
					<input type="checkbox"/> Ride (10%)		
					<input type="checkbox"/> Science (0%)		
					<input type="checkbox"/> Search (20%)		
					<input type="checkbox"/> SIGINT (0%)		
					<input type="checkbox"/> Stealth (10%)		
					<input type="checkbox"/> Surgery (0%)		
					<input type="checkbox"/> Survival (10%)		
				<input type="checkbox"/> Swim (20%)			
				<input type="checkbox"/> Unarmed Combat (40%)			
				<input type="checkbox"/> Unnatural (0%)			
				Foreign Languages and Other Skills:			
				<input type="checkbox"/>			
				<input type="checkbox"/>			
				<input type="checkbox"/>			
				<input type="checkbox"/>			
				<input type="checkbox"/>			
				<input type="checkbox"/>			
				<input type="checkbox"/>			
Check a box when you attempt to use a skill and fail. After the session, add 1D4 to each checked skill and erase all checks.							

INJURIES	14. WOUNDS AND AILMENTS								
	Has First Aid been attempted since the last injury? <input type="checkbox"/> Yes: Only Medicine, Surgery, or long-term rest can help further.								
EQUIPMENT	15. ARMOR AND GEAR								
	Body armor reduces the damage of all attacks except Called Shots and successful Lethality rolls.								
	16. WEAPONS		SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a)								
	(b)								
	(c)								
	(d)								
	(e)								
	(f)								
(g)									
REMARKS	17. PERSONAL DETAILS AND NOTES				18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY				
	19. SPECIAL TRAINING		SKILL OR STAT USED						
Please indicate why this agent was recruited and why the agent agreed to be recruited.									
20. AUTHORIZING OFFICER				21. AGENT SIGNATURE					



## Wounds and Ailments

If your Agent is hurt, make a note here. Describe the repercussions as you play. Give enough details to make it interesting.

## Armor and Gear

The Handler may assume that your Agent has whatever gear is typical for the Agent's profession. Write specific items here. If your Agent wears armor, write down its Armor Points value from the *Agent's Handbook*.

## Weapons

"Skill %" is your Agent's skill with that kind of weapon. Copy it from the front of the sheet: Firearms, Heavy Weapons, Melee Weapons, Unarmed Combat, or whatever applies.

Get the other entries from the *Agent's Handbook*. "Base Range" is the distance at which your Agent can use it without a penalty that reduces your Agent's skill. "Damage" is the amount it reduces the target's Hit Points. "Armor Piercing" is the amount it reduces the target's Armor Points. "Lethality" is the chance for a heavy weapon to kill a target outright. "Kill Radius" is how far Lethality reaches.

## Personal Details and Notes

Don't overlook the intangibles that make an Agent memorable. What's something admirable about your Agent? What's something that people often dislike about your Agent? What brought your Agent to Delta Green? Why does Delta Green trust your Agent? Why does your Agent help Delta Green despite the terrible risks?

## Developments Which Affect Home and Family

If your Agent gets in trouble at work, suffers a reduction in a Bond, gains a new disorder, suffers a permanent injury, or undergoes any other major change, make a note of it here. Explore the details and ramifications between operations.

## Special Training

Some bodies of knowledge are not common to every Agent but don't require the extensive commitment of skills. Your Agent might know how to use lockpicks without years of training in Craft (Locksmith), for example.

Each kind of special training is based on an existing stat or skill: DEX for lockpicking, Swim for SCUBA gear, Athletics for parachuting or for throwing hand grenades, and so on.

If the Handler says your Agent has a particular kind of special training, write it in one of the spaces along with whatever skill or stat applies.

## Creating an Agent

A new *Delta Green* Agent takes only a few minutes to create.

### Choose a Profession

What kind of character do you want to play? If you're *most* interested in exploring strange cultures and ancient history, play an Anthropologist or Historian. If you're *most* interested in criminal investigations and uncovering cults and conspiracies, play a Federal Agent. If you love tech, play a Computer Scientist or Engineer. If you like the gory details of what the unnatural does to human anatomy, play a Physician. If you're interested in figuring out weird manifestations, play a Scientist. If you want to play a soldier with extensive training for the War on Terror, play a Special Operator. Think up the details as you go. Does your Federal Agent work for the FBI, the DEA, the U.S. Marshals, or some other agency? Is your Scientist a university professor or an EPA specialist? Is your Physician a surgeon, a pathologist, or something else? Ask the Handler whether any particular professions are appropriate.

### Choose Statistics

Create your Agent's stats to suit the profession. If you're playing a Physician, you probably want a high INT; a Special Operator needs a high CON. (Of course, you could make the CON low and say an injury forced your Agent to retire.) Federal Agents need to be well-rounded. Pick one of the following sets of numbers and assign each score to one stat.

Stat 1	Stat 2	Stat 3	Stat 4	Stat 5	Stat 6
13	13	12	12	11	11
15	14	12	11	10	10
17	14	13	10	10	8

### Calculate Derived Attributes

The derived attributes are based on stats, so they're easy to figure out.

- » **Hit Points (HP):** The average of STR and CON (round up).
- » **Willpower Points (WP):** Equal to POW.
- » **Sanity Points (SAN):** Equal to  $POW \times 5$ .
- » **Breaking Point:** Equal to SAN minus POW.

*Example:* An Agent with STR 12, CON 13, and POW 14 would have 13 HP, 14 WP, 70 SAN, and a Breaking Point of 56.



## Name Bonds

Profession determines how many Bonds your Agent gets. Describe each Bond. At this early stage, Bonds don't need many details, but each should have a name and specify the relationship: "Ex-husband, Taylor" or "Special Agent Waite, frequent FBI partner." Each Bond starts with a score equal to your Agent's CHA. If your Agent's CHA goes down, each Bond drops the same amount.

## Number of Bonds

» Anthropologist or Historian:	4
» Computer Scientist or Engineer:	3
» Federal Agent:	3
» Physician:	3
» Scientist:	4
» Special Operator:	2

## Bond Examples

- » Spouse or ex-spouse
- » Son or daughter
- » Favored parent or grandparent
- » Best friend
- » Long-time coworker or partner
- » Psychologist or therapist
- » Spouse and children
- » Parents
- » Siblings
- » Colleagues in an intense, difficult job or calling
- » Church or support group
- » Fellow survivors of a shared trauma

## Define Motivations

Other than Bonds, what makes your Agent tick? Intellectual curiosity? The love of a devoted pet? A passionate hobby? Something else? Write down motivations as your Agent's personality emerges during the game. An Agent can have up to five. Each time your Agent hits the Breaking Point, remove a motivation as a symptom of the trauma.

## Determine Professional Skills

Each profession comes with a set of skills. Write down their values on the character sheet. These scores replace the base ratings.

### Anthropologist or Historian

- » Anthropology 50% or Archaeology 50%
- » Bureaucracy 40%
- » Foreign Language (choose one) 50%
- » Foreign Language (choose another) 30%
- » History 60%
- » Occult 40%
- » Persuade 40%

Choose any two of these that you don't already have:

- » Anthropology 40%
- » Archeology 40%
- » HUMINT 50%
- » Navigate 50%
- » Ride 50%
- » Search 60%
- » Survival 50%

### Computer Scientist or Engineer

- » Computer Science 60%
- » Craft (Electrician) 30%
- » Craft (Mechanic) 30%
- » Craft (Microelectronics) 40%
- » Science (Mathematics) 40%
- » SIGINT 40%

Choose any four of these that you don't already have:

- » Accounting 50%
- » Bureaucracy 50%
- » Craft (choose one) 40%
- » Foreign Language (choose one) 40%
- » Heavy Machinery 50%
- » Law 40%
- » Science (choose one) 40%

## Federal Agent

- » Alertness 50%
- » Bureaucracy 40%
- » Criminology 50%
- » Drive 50%
- » Firearms 50%
- » Forensics 30%
- » HUMINT 60%
- » Law 30%
- » Persuade 50%
- » Search 50%
- » Unarmed Combat 60%

Choose any one of these:

- » Accounting 60%
- » Computer Science 50%
- » Foreign Language (choose one) 50%
- » Heavy Weapons 50%
- » Pharmacy 50%



## Physician

- » Bureaucracy 50%
- » First Aid 60%
- » Medicine 60%
- » Persuade 40%
- » Pharmacy 50%
- » Science (Biology) 60%
- » Search 40%

Choose any two of these that you don't already have:

- » Forensics 50%
- » Psychotherapy 60%
- » Science (choose one) 50%
- » Surgery 50%

## Scientist

- » Bureaucracy 40%
- » Computer Science 40%
- » Science (choose one) 60%
- » Science (choose another) 50%
- » Science (choose another) 50%

Choose any three of these:

- » Accounting 50%
- » Craft (choose one) 40%
- » Foreign Language (choose one) 40%
- » Forensics 40%
- » Law 40%
- » Pharmacy 40%

## Special Operator

- » Alertness 60%
- » Athletics 60%
- » Demolitions 40%
- » Firearms 60%
- » Heavy Weapons 50%
- » Melee Weapons 50%
- » Military Science (Land) 60%
- » Navigate 50%
- » Stealth 50%
- » Survival 50%
- » Swim 50%
- » Unarmed Combat 60%

## Choose Bonus Skills

Pick any eight skills and add 20% to each of them. You can increase a skill more than once but none can be higher than 80% to start. Put excess points on another skill.

## What Brought You to Delta Green?

If your Agent is new to Delta Green, you're done. If your Agent is a veteran, pick a traumatic background from the table on page 19 and modify your Agent's stats, skills, and SAN accordingly. Work with the Handler to determine the details of what happened and how it brought your Agent to Delta Green.

## Sample Characters

Six sample Agents follow, ready to play. All can be customized.

### Special Agent Cornwell

An FBI agent who's expert at reading and manipulating people. *Bonus skills:* Criminology, Dodge, HUMINT, Law, Melee Weapons, Occult, Persuade, Psychotherapy. *Traumatic background:* hard experience, with bonuses to Alertness, Drive, Forensics, and Occult.

### Dr. Kamaroff

A brilliant FBI forensic pathologist. *Bonus skills:* Firearms, First Aid, Foreign Language (Latin, twice), Forensics, Law, Medicine, Occult. *Traumatic background:* hard experience, with bonuses to First Aid, Forensics, Medicine, and Occult.

### Kurtz

A computer scientist with dangerous interests. *Bonus skills:* Computer Science, Craft (Microelectronics), Dodge, Occult, Science (Mathematics), SIGINT, Stealth (twice), Unarmed Combat. *Traumatic background:* captivity or imprisonment.

### McMurtry

A retired special operator with extensive combat experience (probably from a force like the U.S. Army Rangers), now working as a security contractor.

*Bonus skills:* Dodge (twice), First Aid, Foreign Language (Arabic), Foreign Language (Pashto), Foreign Language (Urdu), Persuade, Stealth. *Traumatic background:* extreme violence.

### Dr. Palmer

An anthropology professor and amateur photographer with deep experience in the occult. *Bonus skills:* Anthropology, Art (Photography, twice), Dodge, History, HUMINT, Occult, Search. *Traumatic background:* Things Man Was Not Meant to Know.

### Dr. Schell

An astrophysicist scarred by exposure to unnatural forces. *Bonus skills:* Craft (Lens-Making), Navigate (twice), Occult (twice), Science (Astronomy), SIGINT (twice). *Traumatic background:* Things Man Was Not Meant to Know.

### >> What Brought Your Agent to Delta Green (Choose One)

Traumatic Background	Occult Skill	SAN Penalty	Notes
Extreme Violence	+10%	-5 SAN	-3 CHA. Losing 3 CHA means -3 from each Bond. You are Adapted to Violence.
Captivity or Imprisonment	+10%	-5 SAN	-3 POW (this does not affect SAN). You are Adapted to Helplessness.
Hard Experience	+10%	-5 SAN	+10% to any five skills (except Unnatural). Remove one Bond.
Things Man Was Not Meant to Know	+20%	Reduce SAN by POW	+10% Unnatural skill. Reset Breaking Point to new SAN minus POW. Gain a disorder caused by the Unnatural.

# DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL Cornwell			2. PROFESSION (RANK IF APPLICABLE) Special Agent	
	3. EMPLOYER FBI			4. NATIONALITY U.S.	
STATISTICAL DATA	5. SEX <input type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 39	7. EDUCATION AND OCCUPATIONAL HISTORY Law degree; master's degree in behavioral psychology, FBI training		
	8. STATISTICS	SCORE	x5	DISTINGUISHING FEATURES	
	Strength (STR)	11	55%		
	Constitution (CON)	12	60%		
	Dexterity (DEX)	11	55%		
	Intelligence (INT)	13	65%		
	Power (POW)	13	65%		
	Charisma (CHA)	12	60%		
APPLICABLE SKILL SETS	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT	
	Hit Points (HP)		12 (STR + CON)/2		
	Willpower Points (WP)		13 POW		
	Sanity Points (SAN)		99 99 - Unnatural	60	
	Breaking Point (BP)		N/A	52	
10. PHYSICAL DESCRIPTION					
PSYCHOLOGICAL DATA 11. BONDS <input type="checkbox"/> Current (third) spouse 12 <input type="checkbox"/> First spouse and 2 kids 12 <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Check a damaged Bond's box until the next Home scene ends.					
12. MOTIVATIONS AND MENTAL DISORDERS  Figuring people out Protecting the American people Following the law whenever possible Rooting out dangerous conspiracies New romance					
13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE  Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted					
<input type="checkbox"/> Accounting (10%) <input type="checkbox"/> First Aid (10%) <input type="checkbox"/> Ride (10%) <input type="checkbox"/> Alertness (20%) 60% <input type="checkbox"/> Forensics (0%) <input type="checkbox"/> Science (0%): <input type="checkbox"/> Anthropology (0%) <input type="checkbox"/> Heavy Machinery (10%) <input type="checkbox"/> Archeology (0%) <input type="checkbox"/> Heavy Weapons (0%) <input type="checkbox"/> Search (20%) <input type="checkbox"/> Art (0%): <input type="checkbox"/> History (10%) <input type="checkbox"/> SIGINT (0%) <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> HUMINT (10%) 80% <input type="checkbox"/> Stealth (10%) <input type="checkbox"/> Artillery (0%) <input type="checkbox"/> Law (0%) <input type="checkbox"/> Surgery (0%) <input type="checkbox"/> Athletics (30%) <input type="checkbox"/> Medicine (0%) <input type="checkbox"/> Survival (10%) <input type="checkbox"/> Bureaucracy (10%) <input type="checkbox"/> Melee Weapons (30%) <input type="checkbox"/> Swim (20%) <input type="checkbox"/> Computer Science (0%) <input type="checkbox"/> Military Science (0%): <input type="checkbox"/> Unarmed Combat (40%) 60% <input type="checkbox"/> Craft (0%): <input type="checkbox"/> <input type="checkbox"/> Navigate (10%) <input type="checkbox"/> Unnatural (0%) <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Foreign Languages and Other Skills: <input type="checkbox"/> Criminology (10%) 70% <input type="checkbox"/> Occult (10%) <input type="checkbox"/> <input type="checkbox"/> Demolitions (0%) <input type="checkbox"/> Persuade (20%) 70% <input type="checkbox"/> <input type="checkbox"/> Disguise (10%) <input type="checkbox"/> Pharmacy (0%) <input type="checkbox"/> <input type="checkbox"/> Dodge (30%) 50% <input type="checkbox"/> Pilot (0%): <input type="checkbox"/> <input type="checkbox"/> Drive (20%) 60% <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Firearms (20%) 60% <input type="checkbox"/> Psychotherapy (10%) 30% <input type="checkbox"/>					
Check a box when you attempt to use a skill and fail. After the session, add 1D4 to each checked skill and erase all checks.					

INJURIES	14. WOUNDS AND AILMENTS																																																																							
	<p>Has First Aid been attempted since the last injury? <input type="checkbox"/> Yes: Only Medicine, Surgery, or long-term rest can help further.</p>																																																																							
EQUIPMENT	15. ARMOR AND GEAR																																																																							
	<p>Kevlar vest (3 armor points) worn under clothes (can be noticed with an Alertness test). FBI badge and identification card, medium pistol (9mm) in a belt holster, two spare magazines in a belt pouch, tactical flashlight (useful out to 50 meters), handcuffs in a belt pouch, encrypted smartphone, windbreaker jacket with "FBI" on the back, police-band radio (worn on belt) with earpiece and throat microphone, small evidence kit. A light pistol (snub-nose .38 revolver) in an ankle or small-of-the-back holster for backup. A couple of boxes of spare 9mm and .38 ammunition (50 bullets each).</p> <p>You can take the pistols on a civilian airplane if you make arrangements ahead of time using your FBI identification.</p>																																																																							
REMARKS	Body armor reduces the damage of all attacks except Called Shots and successful Lethality rolls.																																																																							
	<table border="1" style="width: 100%; border-collapse: collapse;"> <thead> <tr> <th>16. WEAPONS</th> <th>SKILL %</th> <th>BASE RANGE</th> <th>DAMAGE</th> <th>ARMOR PIERCING</th> <th>LETHALITY</th> <th>KILL RADIUS</th> <th>AMMO</th> </tr> </thead> <tbody> <tr> <td>(a) Unarmed</td> <td>60%</td> <td></td> <td>1D4-1</td> <td></td> <td></td> <td></td> <td></td> </tr> <tr> <td>(b) 9mm pistol</td> <td>50%</td> <td>15 m</td> <td>1D10</td> <td></td> <td></td> <td></td> <td>15</td> </tr> <tr> <td>(c) .38 revolver</td> <td>50%</td> <td>10 m</td> <td>1D8</td> <td></td> <td></td> <td></td> <td>6</td> </tr> <tr> <td>(d) Pistol butt</td> <td>50%</td> <td></td> <td>1D4</td> <td></td> <td></td> <td></td> <td></td> </tr> <tr> <td>(e)</td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> </tr> <tr> <td>(f)</td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> </tr> <tr> <td>(g)</td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> </tr> </tbody> </table>								16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO	(a) Unarmed	60%		1D4-1					(b) 9mm pistol	50%	15 m	1D10				15	(c) .38 revolver	50%	10 m	1D8				6	(d) Pistol butt	50%		1D4					(e)								(f)								(g)							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO																																																																
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17. PERSONAL DETAILS AND NOTES				18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY																																																																				
<p>Choose your gender, name, and details of your Bonds.</p> <p>Despite years of psych training, the research and clinical work left you cold. It wasn't the kind of problem-solving you craved. Then you befriended a neighbor who was an FBI agent and everything clicked. You didn't join right away. You wanted to be ready for the fast track. So you went to law school and then applied. They took you right away.</p> <p>You're one of the Bureau's best interrogators. Nobody reads people like you do, or is so good at convincing witnesses and suspects to cooperate, or is as good at unraveling conspiracies and black markets.</p> <p>A couple of years ago you spent extensive time undercover investigating a dangerous militia group. It was a hard experience, and it exposed you to something unnatural, something terrible and supernatural. When it was over your second marriage was ruined, your SAN was down, and you knew more about the Occult and a lot more about heavy weapons. You and the Handler should decide the details.</p> <p>When it was over, a few fellow agents asked you to join them in a secret task force. Ostensibly counterterrorism, it is actually dedicated to stopping unnatural incursions and saving others from exposure to them. What did it cost you to agree to sign up?</p>																																																																								
Please indicate why this agent was recruited and why the agent agreed to be recruited.																																																																								
20. AUTHORIZING OFFICER				21. AGENT SIGNATURE																																																																				

# DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL Kamaroff			2. PROFESSION (RANK IF APPLICABLE) Physician (FBI forensic pathologist)		
	3. EMPLOYER FBI			4. NATIONALITY U.S.		
STATISTICAL DATA	5. SEX <input type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 46	7. EDUCATION AND OCCUPATIONAL HISTORY Medical degree with pathology certifications			
	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES		
Strength (STR)	10	50%			PSYCHOLOGICAL DATA  Check a damaged Bond's box until the next Home scene ends.	
Constitution (CON)	10	50%				
Dexterity (DEX)	13	65%				
Intelligence (INT)	17	85%	Endlessly smart			
Power (POW)	14	70%	Resilient			
Charisma (CHA)	8	40%	Caustic			
9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT		Identifying an obscure cause of harm Stopping harm at the source Success despite others' incompetence Making the world safer for your sons Healing others	
Hit Points (HP)		10 (STR + CON)/2				
Willpower Points (WP)		14 POW				
Sanity Points (SAN)		99 99 - Unnatural	65			
Breaking Point (BP)		N/A	56			
10. PHYSICAL DESCRIPTION						
APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)		<input type="checkbox"/> First Aid (10%)		90%	<input type="checkbox"/> Ride (10%)
	<input type="checkbox"/> Alertness (20%)		<input type="checkbox"/> Forensics (0%)		80%	<input type="checkbox"/> Science (0%): Biology
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)			60%
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)			<input type="checkbox"/> Search (20%)
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)			<input type="checkbox"/> SIGINT (0%)
			<input type="checkbox"/> HUMINT (10%)			<input type="checkbox"/> Stealth (10%)
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)		20%	<input type="checkbox"/> Surgery (0%)
	<input type="checkbox"/> Athletics (30%)		<input type="checkbox"/> Medicine (0%)		90%	<input type="checkbox"/> Survival (10%)
	<input type="checkbox"/> Bureaucracy (10%)		3. #	<input type="checkbox"/> Melee Weapons (30%)		<input type="checkbox"/> Swim (20%)
	<input type="checkbox"/> Computer Science (0%)			<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unarmed Combat (40%)
	<input type="checkbox"/> Craft (0%):			<input type="checkbox"/> Navigate (10%)		Unnatural (0%)
						Foreign Languages and Other Skills:
	<input type="checkbox"/> Criminology (10%)			<input type="checkbox"/> Occult (10%)		2. # <input type="checkbox"/> Language: Latin
	<input type="checkbox"/> Demolitions (0%)			<input type="checkbox"/> Persuade (20%)		2. # <input type="checkbox"/>
	<input type="checkbox"/> Disguise (10%)			<input type="checkbox"/> Pharmacy (0%)		3. # <input type="checkbox"/>
<input type="checkbox"/> Dodge (30%)			<input type="checkbox"/> Pilot (0%)		<input type="checkbox"/>	
<input type="checkbox"/> Drive (20%)					<input type="checkbox"/>	
<input type="checkbox"/> Firearms (20%)		2. #	<input type="checkbox"/> Psychotherapy (10%)		<input type="checkbox"/>	
Check a box when you attempt to use a skill and fail. After the session, add 1D4 to each checked skill and erase all checks.						

INJURIES	14. WOUNDS AND AILMENTS							
	Has First Aid been attempted since the last injury? <input type="checkbox"/> Yes: Only Medicine, Surgery, or long-term rest can help further.							
EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Lethality rolls.							
REMARKS	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	40%		1D4-1				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
	(g)							
REMARKS	17. PERSONAL DETAILS AND NOTES	18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY						
	Choose your gender, name, and details of your Bonds. After medical school you spent a few in internal medicine. You earned great money and made great contacts, but the challenge wasn't enough. You wanted something unique. You found it in the FBI. As a forensic pathologist you study bodies and the things that kill them, and you're among the best. If you decide you want a promotion, all that will stop you is politics.							
	An especially hard case led you to Delta Green. Over the course of a long investigation you were exposed to terrible things, unnatural things. By the time it was over, so was your marriage (always rocky anyway). You and the Handler should decide the details.							
	A couple of the agents in that case (perhaps fellow Agents now) talked to you afterward. They wanted you for a secret task force, ostensibly counterterrorism but really dedicated to stopping unnatural incursions and saving others from exposure to them. They didn't sugarcoat the lethal danger involved. Why did you agree to participate?							
	Please indicate why this agent was recruited and why the agent agreed to be recruited.							
	20. AUTHORIZING OFFICER				21. AGENT SIGNATURE			

# DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL Kurtz			2. PROFESSION (RANK IF APPLICABLE) Computer Scientist		
	3. EMPLOYER			4. NATIONALITY		
STATISTICAL DATA	5. SEX <input type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 35	7. EDUCATION AND OCCUPATIONAL HISTORY Three or four computer-related master's degrees			
	8. STATISTICS	SCORE	x5	DISTINGUISHING FEATURES	11. BONDS	
	Strength (STR)	10	50%	<input type="checkbox"/> Brother and sister	10	
	Constitution (CON)	8	40%	<input type="checkbox"/> Daughter	10	
	Dexterity (DEX)	14	70%	<input type="checkbox"/> Fellow survivors of extended captivity	10	
	Intelligence (INT)	17	85%	<input type="checkbox"/> _____	_____	
	Power (POW)	10	50%	<input type="checkbox"/> _____	_____	
	Charisma (CHA)	10	50%	Check a damaged Bond's box until the next Home scene ends.		
PSYCHOLOGICAL DATA	9. DERIVED ATTRIBUTES			MAXIMUM	CURRENT	
	Hit Points (HP)			9 (STR + CON)/2		
	Willpower Points (WP)			10 POW		
	Sanity Points (SAN)			99 99 - Unnatural	60	
	Breaking Point (BP)			N/A	52	
APPLICABLE SKILL SETS	10. PHYSICAL DESCRIPTION			12. MOTIVATIONS AND MENTAL DISORDERS		
				<p>Solving puzzles Making broken things work Kung fu The weird beauties of mathematics Protecting people who are less gifted</p>		
				13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE		
				Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> adapted		
	<input type="checkbox"/> Accounting (10%)		<input type="checkbox"/> First Aid (10%)	<input type="checkbox"/> Ride (10%)		
	<input type="checkbox"/> Alertness (20%)		<input type="checkbox"/> Forensics (0%)	<input type="checkbox"/> Science (0%):	60%	
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	Mathematics		
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)	<input type="checkbox"/> Search (20%)		
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	<input type="checkbox"/> SIGINT (0%)	60%	
			<input type="checkbox"/> HUMINT (10%)	<input type="checkbox"/> Stealth (10%)		
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)	<input type="checkbox"/> Surgery (0%)		
	<input type="checkbox"/> Athletics (30%)		<input type="checkbox"/> Medicine (0%)	<input type="checkbox"/> Survival (10%)		
	<input type="checkbox"/> Bureaucracy (10%)		<input type="checkbox"/> Melee Weapons (30%)	<input type="checkbox"/> Swim (20%)		
	<input type="checkbox"/> Computer Science (0%)		80% <input type="checkbox"/> Military Science (0%):	<input type="checkbox"/> Unarmed Combat (40%)	60%	
	<input type="checkbox"/> Craft (0%): Microelectronics			Unnatural (0%)		
			<input type="checkbox"/> Navigate (10%)	Foreign Languages and Other Skills:		
	<input type="checkbox"/> Criminology (10%)		<input type="checkbox"/> Occult (10%)	<input type="checkbox"/> Craft: Mechanic	30%	
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	<input type="checkbox"/> Craft: Electrician	30%	
	<input type="checkbox"/> Disguise (10%)		<input type="checkbox"/> Pharmacy (0%)	<input type="checkbox"/> Science: Chemistry		
	<input type="checkbox"/> Dodge (30%)		50% <input type="checkbox"/> Pilot (0%):	<input type="checkbox"/> Science: Physics	40%	
	<input type="checkbox"/> Drive (20%)			<input type="checkbox"/> Language:		
	<input type="checkbox"/> Firearms (20%)		<input type="checkbox"/> Psychotherapy (10%)	<input type="checkbox"/>		
	Check a box when you attempt to use a skill and fail. After the session, add 1D4 to each checked skill and erase all checks.					

INJURIES	14. WOUNDS AND AILMENTS							
	Has First Aid been attempted since the last injury? <input type="checkbox"/> Yes: Only Medicine, Surgery, or long-term rest can help further.							
EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Lethality rolls.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	60%		1D4-1				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
(g)								
REMARKS	17. PERSONAL DETAILS AND NOTES				18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY			
	<p>Choose your gender, name, and details of your Bonds. You're smart enough to know you're not the best programmer in the world, but you're far better than most. To some of your laser-focused peers you're a dilettante, always dabbling in other technologies, in love with higher mathematics and the martial arts, always getting a new advanced degree in something or other. It was a good life for a while.</p> <p>You came to Delta Green after an encounter with the unnatural that subjected you to extended captivity. You and the Handler should decide the details. The experience left you adapted to helplessness. That means you always succeed at SAN tests triggered by helplessness, and it broke you a little inside, reducing your Power by 3.</p> <p>You were freed by a team of secret government agents (maybe some of your fellow Agents now). From time to time they ask for your help in their mission to stop unnatural incursions and save others from being exposed. When they do, you agree to help. Why?</p>							
Please indicate why this agent was recruited and why the agent agreed to be recruited.								
20. AUTHORIZING OFFICER				21. AGENT SIGNATURE				

# DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL McMurtry			2. PROFESSION (RANK IF APPLICABLE) Special Operator (security contractor)		
	3. EMPLOYER			4. NATIONALITY U.S.		
STATISTICAL DATA	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 44	7. EDUCATION AND OCCUPATIONAL HISTORY High school, U.S. Army Ranger training			
	8. STATISTICS	SCORE	$\times 5$	DISTINGUISHING FEATURES		
	Strength (STR)	14	70%	Strong		
	Constitution (CON)	13	65%	Athletic		
	Dexterity (DEX)	12	60%			
	Intelligence (INT)	10	50%			
	Power (POW)	12	60%			
	Charisma (CHA)	8	40%	Cold-eyed		
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT		
	Hit Points (HP)		14 (STR + CON)/2			
Willpower Points (WP)		12 POW				
Sanity Points (SAN)		99 99 - Unnatural	55			
Breaking Point (BP)		N/A	48			
10. PHYSICAL DESCRIPTION						
APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)		<input type="checkbox"/> First Aid (10%)	30%	<input type="checkbox"/> Ride (10%)	
	<input type="checkbox"/> Alertness (20%)		60%	<input type="checkbox"/> Forensics (0%)	<input type="checkbox"/> Science (0%)	
	<input type="checkbox"/> Anthropology (0%)			<input type="checkbox"/> Heavy Machinery (10%)		
	<input type="checkbox"/> Archeology (0%)			<input type="checkbox"/> Heavy Weapons (0%)	<input type="checkbox"/> Search (20%)	
	<input type="checkbox"/> Art (0%):			<input type="checkbox"/> History (10%)	<input type="checkbox"/> SIGINT (0%)	
				<input type="checkbox"/> HUMINT (10%)	<input type="checkbox"/> Stealth (10%)	70%
	<input type="checkbox"/> Artillery (0%)			<input type="checkbox"/> Law (0%)	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Athletics (30%)		60%	<input type="checkbox"/> Medicine (0%)	<input type="checkbox"/> Survival (10%)	
	<input type="checkbox"/> Bureaucracy (10%)			<input type="checkbox"/> Melee Weapons (30%)	<input type="checkbox"/> Swim (20%)	
	<input type="checkbox"/> Computer Science (0%)			<input type="checkbox"/> Military Science (0%): Land	<input type="checkbox"/> Unarmed Combat (40%)	60%
	<input type="checkbox"/> Craft (0%):			<input type="checkbox"/> Navigate (10%)	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Criminology (10%)			<input type="checkbox"/> Occult (10%)	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Demolitions (0%)			<input type="checkbox"/> Persuade (20%)	<input type="checkbox"/> Language: Arabic	20%
	<input type="checkbox"/> Disguise (10%)			<input type="checkbox"/> Pharmacy (0%)	<input type="checkbox"/> Language: Pashto	20%
	<input type="checkbox"/> Dodge (30%)		70%	<input type="checkbox"/> Pilot (0%)	<input type="checkbox"/> Language: Urdu	20%
<input type="checkbox"/> Drive (20%)						
<input type="checkbox"/> Firearms (20%)		60%	<input type="checkbox"/> Psychotherapy (10%)			
Check a box when you attempt to use a skill and fail. After the session, add 1D4 to each checked skill and erase all checks.						

INJURIES	14. WOUNDS AND AILMENTS																																																																						
	Has First Aid been attempted since the last injury? <input type="checkbox"/> Yes: Only Medicine, Surgery, or long-term rest can help further.																																																																						
EQUIPMENT	15. ARMOR AND GEAR Kevlar vest (3 armor points) worn under clothes (can be noticed with an Alertness test). .357 magnum revolver with three speed-loaders. (Remember: Taking the Aim action for a turn adds +20% to hit.) Combat and survival knife. Unlicensed and illegal MP5SD fully automatic submachine gun with built-in suppressor and four extra magazines in a lead-lined aluminum case. Unlicensed and illegal military-grade night-vision goggles. Large first-responder medical bag (adds +20% to four First Aid rolls). Basic camping gear (adds +20% to Survival for three days). Handheld GPS. None of the weapons can be legally taken on a civilian airplane.  Body armor reduces the damage of all attacks except Called Shots and successful Lethality rolls.																																																																						
	<table border="1"> <thead> <tr> <th>16. WEAPONS</th> <th>SKILL %</th> <th>BASE RANGE</th> <th>DAMAGE</th> <th>ARMOR PIERCING</th> <th>LETHALITY</th> <th>KILL RADIUS</th> <th>AMMO</th> </tr> </thead> <tbody> <tr> <td>(a) Unarmed</td> <td>60%</td> <td></td> <td>1D4</td> <td></td> <td></td> <td></td> <td></td> </tr> <tr> <td>(b) Combat knife</td> <td>50%</td> <td></td> <td>1D6+1</td> <td>3</td> <td></td> <td></td> <td></td> </tr> <tr> <td>(c) .357 revolver</td> <td>60%</td> <td>20 m</td> <td>1D12</td> <td></td> <td></td> <td></td> <td>6</td> </tr> <tr> <td>(d) MP5SSD</td> <td>60%</td> <td>50 m</td> <td>1D10</td> <td></td> <td></td> <td></td> <td>30</td> </tr> <tr> <td>(e) (5-round burst)</td> <td>60%</td> <td>50 m</td> <td></td> <td></td> <td>10%</td> <td>1 m</td> <td>30</td> </tr> <tr> <td>(f) (10-round burst)</td> <td>60%</td> <td>50 m</td> <td></td> <td></td> <td>10%</td> <td>2 m</td> <td>30</td> </tr> <tr> <td>(g)</td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> </tr> </tbody> </table>								16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO	(a) Unarmed	60%		1D4					(b) Combat knife	50%		1D6+1	3				(c) .357 revolver	60%	20 m	1D12				6	(d) MP5SSD	60%	50 m	1D10				30	(e) (5-round burst)	60%	50 m			10%	1 m	30	(f) (10-round burst)	60%	50 m			10%	2 m	30	(g)						
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(g)																																																																							
REMARKS	17. PERSONAL DETAILS AND NOTES Choose your name and details of your Bonds. You retired from the Army as a master sergeant and team leader after nearly 20 years of pursuing and killing terrorists. You always succeed at SAN rolls triggered by inflicting or suffering violence. An extremely violent encounter with the unnatural brought you to Delta Green. The experience increased your Occult skill and reduced your SAN and Charisma. When it was over you were glad to retire. You and the Handler decide the details. But then three high-ranking officers called you into a private meeting and inducted you into another program. Ostensibly part of the War on Terror, it's dedicated to stopping unnatural incursions and saving people from exposure to them. As a civilian your life has not been much more peaceful than as a special operator. Why did you sign up?				18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY																																																																		
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20. AUTHORIZING OFFICER				21. AGENT SIGNATURE																																																																			

# DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL Palmer			2. PROFESSION (RANK IF APPLICABLE) Anthropologist		
	3. EMPLOYER			4. NATIONALITY		
STATISTICAL DATA	5. SEX <input type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 40	7. EDUCATION AND OCCUPATIONAL HISTORY Doctorate in cultural anthropology			
	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES		
Strength (STR)	10	50%			PSYCHOLOGICAL DATA  Check a damaged Bond's box until the next Home scene ends.	
Constitution (CON)	11	55%				
Dexterity (DEX)	10	50%				
Intelligence (INT)	14	70%	Quick, perceptive			
Power (POW)	12	60%				
Charisma (CHA)	15	75%	Very "present"			
9. DERIVED ATTRIBUTES			MAXIMUM	CURRENT		
Hit Points (HP)			11 (STR + CON)/2			
Willpower Points (WP)			12 POW			
Sanity Points (SAN)			89 99 - Unnatural	48		
Breaking Point (BP)			N/A	36		
10. PHYSICAL DESCRIPTION						
APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)		<input type="checkbox"/> First Aid (10%)		<input type="checkbox"/> Ride (10%)	
	<input type="checkbox"/> Alertness (20%)		<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)		70%	<input type="checkbox"/> Heavy Machinery (10%)		
	<input type="checkbox"/> Archeology (0%)		40%	<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> Search (20%)
	<input type="checkbox"/> Art (0%): Photography		40%	<input type="checkbox"/> History (10%)		80% <input type="checkbox"/> SIGINT (0%)
	<input type="checkbox"/> Artillery (0%)			<input type="checkbox"/> HUMINT (10%)		30% <input type="checkbox"/> Stealth (10%)
	<input type="checkbox"/> Athletics (30%)			<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Surgery (0%)
	<input type="checkbox"/> Bureaucracy (10%)		40%	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Survival (10%)
	<input type="checkbox"/> Computer Science (0%)			<input type="checkbox"/> Melee Weapons (30%)		<input type="checkbox"/> Swim (20%)
	<input type="checkbox"/> Craft (0%):			<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unarmed Combat (40%)
	<input type="checkbox"/> Criminology (10%)			<input type="checkbox"/> Navigate (10%)		10% Unnatural (0%) Foreign Languages and Other Skills:
	<input type="checkbox"/> Demolitions (0%)			<input type="checkbox"/> Occult (10%)		80% <input type="checkbox"/> Language: 50%
	<input type="checkbox"/> Disguise (10%)			<input type="checkbox"/> Persuade (20%)		40% <input type="checkbox"/> Language: 30%
	<input type="checkbox"/> Dodge (30%)		50%	<input type="checkbox"/> Pharmacy (0%)		
	<input type="checkbox"/> Drive (20%)			<input type="checkbox"/> Pilot (0%)		
	<input type="checkbox"/> Firearms (20%)			<input type="checkbox"/> Psychotherapy (10%)		
	Check a box when you attempt to use a skill and fail. After the session, add 1D4 to each checked skill and erase all checks.					

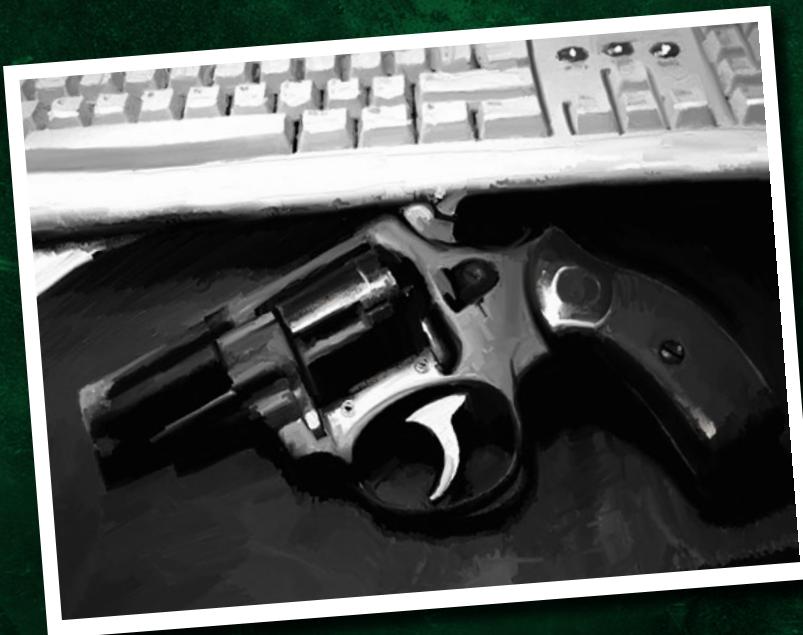
INJURIES	14. WOUNDS AND AILMENTS							
	Has First Aid been attempted since the last injury? <input type="checkbox"/> Yes: Only Medicine, Surgery, or long-term rest can help further.							
EQUIPMENT	15. ARMOR AND GEAR							
	Body armor reduces the damage of all attacks except Called Shots and successful Lethality rolls.							
	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
	(a) Unarmed	40%		1D4-1				
	(b)							
	(c)							
	(d)							
	(e)							
	(f)							
(g)								
REMARKS	17. PERSONAL DETAILS AND NOTES				18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY			
	Choose your gender, name, and details of your Bonds. You've forged a solid career in anthropology, the field you love most. Choose foreign languages to reflect your specialty.							
	You came to Delta Green after learning Things Man Was Not Meant to Know. The experience increased your Occult skill and gave you a little knowledge of the Unnatural, the inhuman supernatural truths of the universe. It also cost you a great deal of SAN and left you with a lingering sleep disorder: You must make a SAN roll to get a good night's sleep even at the best of times.							
	You helped a small team of other investigators (perhaps they are your fellow Agents now), agents of a secret task force dedicated to stopping unnatural threats and saving others from exposure to them. Afterward they asked you to help them again. You and the Handler should determine the details—and why you agreed to come back.							
Please indicate why this agent was recruited and why the agent agreed to be recruited.								
20. AUTHORIZING OFFICER				21. AGENT SIGNATURE				

# DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL Schell			2. PROFESSION (RANK IF APPLICABLE) Scientist (astrophysicist)	
	3. EMPLOYER			4. NATIONALITY	
STATISTICAL DATA	5. SEX <input type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 39	7. EDUCATION AND OCCUPATIONAL HISTORY Doctorate in astrophysics		
	8. STATISTICS	SCORE	x5	DISTINGUISHING FEATURES	PSYCHOLOGICAL DATA
Strength (STR)	10	50%			
Constitution (CON)	11	55%			
Dexterity (DEX)	14	70%	Nimble fingers		
Intelligence (INT)	15	75%	Focused		
Power (POW)	12	60%			
Charisma (CHA)	10	50%			
9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT		
Hit Points (HP)		11 (STR + CON)/2			
Willpower Points (WP)		12 POW			
Sanity Points (SAN)		89 99 - Unnatural	48		
Breaking Point (BP)		N/A	36		
10. PHYSICAL DESCRIPTION					
APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	<input type="checkbox"/> First Aid (10%)		<input type="checkbox"/> Ride (10%)	
	<input type="checkbox"/> Alertness (20%)	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%): Astronomy	60%
	<input type="checkbox"/> Anthropology (0%)	<input type="checkbox"/> Heavy Machinery (10%)			
	<input type="checkbox"/> Archeology (0%)	<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> Search (20%)	
	<input type="checkbox"/> Art (0%):	<input type="checkbox"/> History (10%)		<input type="checkbox"/> SIGINT (0%)	
		<input type="checkbox"/> HUMINT (10%)		<input type="checkbox"/> Stealth (10%)	
	<input type="checkbox"/> Artillery (0%)	<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Athletics (30%)	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Survival (10%)	
	<input type="checkbox"/> Bureaucracy (10%)	<input type="checkbox"/> Melee Weapons (30%)		<input type="checkbox"/> Swim (20%)	
	<input type="checkbox"/> Computer Science (0%)	<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unarmed Combat (40%)	
	<input type="checkbox"/> Craft (0%): Glassworking			<input type="checkbox"/> Unnatural (0%)	10%
		<input type="checkbox"/> Navigate (10%)	60%	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	<input type="checkbox"/> Occult (10%)	70%	<input type="checkbox"/> Science: Chemistry	
	<input type="checkbox"/> Demolitions (0%)	<input type="checkbox"/> Persuade (20%)		<input type="checkbox"/> Science: Physics	60%
	<input type="checkbox"/> Disguise (10%)	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/> Language:	
<input type="checkbox"/> Dodge (30%)	<input type="checkbox"/> Pilot (0%)				
<input type="checkbox"/> Drive (20%)					
<input type="checkbox"/> Firearms (20%)	<input type="checkbox"/> Psychotherapy (10%)				
Check a box when you attempt to use a skill and fail. After the session, add 1D4 to each checked skill and erase all checks.					

INJURIES	<p>14. WOUNDS AND AILMENTS</p> <p>AMNESIA: Any time you suffer temporary insanity or reach the Breaking Point, you blank out and forget the whole episode. You can resist that only by projecting the stress onto a Bond: If you spend 1D4 WP and take the same amount from a Bond, you can attempt a SAN roll to stop yourself from blanking out.</p>																																																																							
	<p>Has First Aid been attempted since the last injury? <input type="checkbox"/> Yes: Only Medicine, Surgery, or long-term rest can help further.</p>																																																																							
EQUIPMENT	<p>15. ARMOR AND GEAR</p> <p>Body armor reduces the damage of all attacks except Called Shots and successful Lethality rolls.</p>																																																																							
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	16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO																																																																
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REMARKS	<p>17. PERSONAL DETAILS AND NOTES</p> <p>Choose your gender, name, and details of your Bonds. You were a well-regarded young astronomer on the way to great things when it happened.</p> <p>To this day you can't remember the details. It left you shaken and scarred. But sometimes you have flashes of insight, things you didn't know you knew. Whatever happened, it boosted your Occult skill and gave you a little knowledge of the Unnatural, the terrible inhuman truths of the universe.</p> <p>Since then you've been in contact with a few agents who were there (perhaps some of your fellow Agents now), who saved your life and are grateful to you for saving theirs. From time to time they ask you to help them uncover and stop unnatural incursions and save others from exposure to them. Why do you say yes?</p>				<p>18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY</p>																																																																			
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# // Game System //



### THE RULES FOR *DELTA GREEN* ARE SIMPLE.

The Handler describes the situation; you say what your Agent is doing about it; the Handler decides whether you succeed, as well as what happens next. The core rules of the game revolve around that last step. Do you succeed or not?

### Does It Require a Skill or a Stat?

If the Handler thinks anyone could pull it off, it doesn't require a skill or a stat, just effort.

**A SKILL:** If your Agent is trying to do something that only someone with a great deal of training could achieve, that requires a skill. The Handler decides which skills apply.

**A STAT:** If anyone might be able to do it without training, that may require not a skill but instead a certain score in a stat: Strength if it needs physical power, Intelligence if it needs clear reasoning, Power if it requires inner fortitude, and so on.

### Does It Require a Roll?

If the situation is calm and your Agent has time to think, ask questions, plan, and prepare, the randomness of a die-roll probably isn't appropriate. The Handler decides how much of the skill or stat you need—see **WHAT SKILL RATINGS REPRESENT** on page 12. If your Agent doesn't have enough, the Handler may tell you that someone with deeper expertise or talent could figure it out.

If it's a crisis and things are rapidly spinning out of control, roll the dice.

### If You Must Roll the Dice

Roll percentile dice to get a result from 01 to 100. If you roll your skill or lower (or your stat  $\times$  5 or lower), your Agent succeeds. If not, your Agent suffers the consequences.

If you roll a success and the dice match each other, or if you roll 01, that's a critical success. Your Agent succeeds as perfectly as possible.

If you roll a failure and the dice match each other, or if you roll 00 (meaning 100), that's a critical failure, also called a fumble. The action fails and your Agent suffers some other detriment, too.

### Opposed Rolls

What if two characters are using skills in direct opposition to each other? Maybe you want to oppose an enemy's attack roll with your Agent's Dodge skill, or you want to defeat someone's Alertness with your Agent's Stealth skill. Both sides roll, as usual. A critical success beats a success; otherwise the highest succeeding die-roll wins. If both fail, the result is up to the Handler. Maybe they keep trying, or maybe circumstances change and the contest ends inconclusively.

### Pursuit

When one character (or something worse) wants to catch another, that's one or more opposed tests: Driving vs. Driving, Athletics vs. Athletics, Swim vs. Swim, whatever makes sense. One opposed test makes for a short chase.

In a more substantial pursuit, one side needs two successes. Wins cancel each other out. If the quarry wins, that lengthens the lead. The pursuer needs to win once to reduce the lead and again to gain ground.

A chase should require three successes to win only if it's exceptionally long and drawn-out. In a pursuit, a critical success counts as two "successes" and a critical failure counts as two failures.

### The Luck Roll

Sometimes the Handler calls for a Luck roll. If you have to make a Luck roll, it doesn't depend on skill, talent, or willpower. Just roll percentile dice. You have a 50% chance of success.

### Bonuses and Penalties

In most cases, roll your Agent's basic skill or stat rating. If the Handler thinks circumstances are exceptionally dire, modify the chance by -20% (subtract 20 from the rating). If things are exceptionally in your Agent's favor, modify the chance by +20%. In rare, truly extraordinary cases the bonus or penalty may be +40% or -40%.

## Combat

Combat can take your Agent out of the game quickly and permanently. Don't engage in it lightly.

### One Action per Turn

Combat is resolved in turns. Each typically lasts a few seconds, but a given turn might represent a split second of violence.

Each character acts once in a turn. The character with the highest DEX goes first. Then the next-highest DEX, then the next, and so on until all have acted.

When it's your turn, choose one action:

- » **Aim:** Add +20% to your next attack roll.
- » **Attack:** Inflict damage. One attack and damage roll usually represents a series of blows or two or three shots with a gun. In hand-to-hand combat, attacking also includes self-defense; see DEFENSE ROLLS for details.
- » **Called Shot:** An attack that ignores cover or armor but at a -20% penalty, or -40% for an especially hard shot.
- » **Disarm:** Roll Unarmed Combat to force the target to drop a weapon or object. Includes self-defense; see DEFENSE ROLLS for details.
- » **Dodge:** Roll Dodge to oppose an attack, disarm, or pin. See DEFENSE ROLLS for details.
- » **Escape:** Get out of being pinned. Roll either STR×5 or Unarmed Combat, whichever is better. This acts as a defense roll against the character pinning your Agent (see DEFENSE ROLLS for details). If the pinning character is not attacking, the escape is opposed by his or her Unarmed Combat or STR×5 (whichever is better). If the escape roll succeeds, your Agent is no longer pinned—and the escape roll defends against other attacks until your Agent's next action. If it fails, your Agent remains pinned and cannot defend against attacks.
- » **Fight Back:** Roll Melee Weapons or Unarmed Combat to oppose an attack. See DEFENSE ROLLS for details.

- » **Move:** Jog 10 m., run 20 m., or sprint 30 m. (Usually, your Agent can go about 3 m. as part of another action.)
- » **Pin:** Hold someone down. Includes self-defense; see DEFENSE ROLLS for details. Your Agent can attack the pinned target in later turns. Unarmed Combat and Melee Weapons attacks on a pinned target are at +20%. A pinned character can take no actions except attempting to escape. While pinning a target, you decide whether and when the target can speak.
- » **Wait:** Act after someone else's action this turn.
- » **Anything Else:** Anything that takes a moment's concentration.

### Defense Rolls

Dodging and hand-to-hand combat (using either Melee Weapons or Unarmed Combat) are tests that can protect your Agent by opposing attack rolls.

Your Agent can Dodge or fight back against an incoming attack even before your Agent's DEX order in a turn. If you do this, it becomes your Agent's single action for that turn. An Agent who has already taken another action that turn can't Dodge or fight back until the next turn.

In order to Dodge or fight back, your Agent must know an attack is coming and be physically capable of blocking or evading it. An Agent who is pinned or unaware can't Dodge or fight back.

**DODGING:** Opposes all hand-to-hand attacks that turn, and lets your Agent run up to 20 m. to reach cover for protection against ranged attacks. Dodging protects against each attack that your roll beats. Dodging never inflicts damage.

**ATTACKING OR FIGHTING BACK:** Opposes each hand-to-hand attack that turn. This cannot protect against ranged attacks unless your Agent physically interferes with the weapon. When fighting back, choose an offensive action: *attack*, *called shot*, *disarm*, or *pin*. If your roll beats the attack, the attacker's action has no effect and your Agent's action affects the attacker. While the roll defends against all attackers, the offensive action affects only a single target.

## Damage and Death

A successful attack inflicts damage, which reduces the victim's Hit Points. Damage depends on the weapon.

At 2 HP or below, your Agent falls unconscious for an hour or until healed to at least 3 HP. An Agent injured that seriously must roll a CON test. If it fails, look at the lowest die in the percentile roll as a single D10. The Agent loses that many points from a single stat of the Handler's choice, permanently, to a minimum score of 3.

At 0 Hit Points, your Agent dies—unless the Handler says otherwise. The Handler has a lot of discretion. Sometimes common sense says a character can be kept alive with prompt medical care such as Surgery or First Aid. Other times it's clear that there's no hope. Hit Points never go below 0.

A First Aid roll restores 1D4 HP. It can be attempted only once each time an Agent is injured. An Agent resting safely gets a CON test once a day to recover 1 HP. A Medicine or Surgery roll, whichever is appropriate, restores 1D4 HP once a week.

### Lethality Rating

Sometimes a threat is so dire that an ordinary damage roll isn't enough. A machine gun, explosive, poison, or heavy weapon has a Lethality rating. That's the percent chance that the threat immediately reduces the target to zero Hit Points. If that fails, the target still takes damage equal to the two percentile dice added together as individual ten-sided dice.

### Kill Radius

A Lethality weapon that can affect many targets at once has a Kill Radius. If it's an explosive, that adds +20% to the chance to hit. Choose the center of the radius before attacking. The effect depends on the attack roll.

- » **Hit:** Roll Lethality for everyone inside the radius. (The Handler decides if some targets are exempted.) Everyone who survives is suppressed.
- » **Miss:** Everyone who would have been in the Kill Radius is suppressed.

- » **Suppression:** If your Agent is suppressed, your Agent must either hide behind cover or go prone. If your Agent refuses to hide or go prone, he or she loses 1 SAN, but can act normally.

### Armor and Cover

If something sturdy stands between your Agent and harm, it acts as armor and has an Armor value. The effect depends on the kind of protection and the kind of attack.

- » **Body armor:** No effect on a successful Lethality roll. Reduces the damage of an ordinary attack (unless it's a called shot).
- » **Cover:** Causes a Lethality roll to automatically fail; but remember, a failed Lethality roll still inflicts Hit Point damage. Cover reduces the damage from any attack except a called shot.
- » **Armor-piercing weapons:** If a weapon has an Armor Piercing rating, it reduces your Agent's protection's Armor rating by that much for that attack.

### Sample Damage Rolls

- » **Unarmed:** 1D4-1
- » **Small club or knife:** 1D4
- » **Large club or knife:** 1D6
- » **Pistol:** 1D10
- » **Carbine or Rifle:** 1D12 to 1D12+2
- » **Shotgun:** 2D8 at close range; 1D8 farther out
- » **Submachine gun, short burst:** Lethality 10%, Kill Radius 1 m.
- » **Hand grenade:** Lethality 15%, Kill Radius 10 m.

### Strength and Damage

High or low STR modifies Unarmed Combat and Melee Weapons damage rolls, to a minimum of 0:

- » -2 for STR 3-4
- » -1 for STR 5-8
- » +1 for STR 13-16
- » +2 for STR 17-18

# Sanity

Agents of Delta Green are as vulnerable to mental trauma as to physical threats. We track that vulnerability in Sanity Points (SAN). When SAN drops sharply, the Agent loses self-control—and the player loses control of the Agent.

## Threats to Sanity

The three types of SAN loss are Violence (both suffering it and inflicting it), Helplessness, and the Unnatural.

Each threat comes with two possible SAN losses, one more severe than the other. When your Agent faces one of those threats, make a SAN roll. That means rolling your Agent's current SAN or lower on percentile dice. If you succeed, your Agent suffers the lower loss; with a critical success, your Agent suffers the minimum loss possible. If you fail, your Agent suffers the higher loss; with a critical failure, your Agent loses the maximum possible.

Here are sample SAN losses.

### Suffering Violence

	Loss
» Ambushed or hit by gunfire	0/1
» Surprised by a corpse	0/1
» —The corpse of someone you love	0/1D4
» Unexpectedly stabbed or strangled	0/1D4
» Reduced to 2 HP or less	0/1D6
» Tortured	0/1D10

### Inflicting Violence

	Loss
» Incapacitate or cripple an innocent	0/1D4
» Destroy a teammate's body to thwart investigation*	0/1D4
» Kill in self-defense*	0/1D4
» Kill a murderous enemy in cold blood*	0/1D6
» Torture someone	0/1D8
» Accidentally kill an innocent*	0/1D8
» Kill an innocent in cold blood, even for a good reason*	1/1D10

\* For a failed roll, add 1 per victim up to the maximum possible die-roll: 4 for 1D4, 6 for 1D6, *etc.*

Helplessness	Loss
» Fired from your job	0/1
» A friend suffers permanent harm or indefinite insanity	0/1
» A Bond's score is reduced to zero	0/1D4
» Sentenced to prison	0/1D4
» Wake up paralyzed or blind	0/1D4
» Find a friend's remains	0/1D4
» Flung into a pit of corpses	0/1D4
» A Bond suffers permanent harm or indefinite insanity	1/1D4
» See or hear a friend being gruesomely killed	0/1D6
» A Bond dies	1/1D6
» See or hear a Bond being gruesomely killed	1/1D8

The Unnatural	Loss
» Attempting Psychotherapy on a character who lost SAN to the Unnatural	0/1
» Witnessing a supernatural effect that's apparently benign	0/1
» Witnessing a violent supernatural effect	0/1D6
» Seeing a corpse walk	0/1D6
» Subjected to an overtly supernatural effect	0/1D6
» Suffering a violent supernatural assault	1/1D8
	or more

# Insanity

Insanity is what happens when you lose too many Sanity Points. There are three kinds of insanity in *Delta Green*: temporary insanity from short, overwhelming shocks; indefinite insanity from accumulated stresses; and permanent insanity when your Agent has been driven completely beyond reason.

## Temporary Insanity

If your Agent loses 5 or more SAN from a single event, your Agent goes temporarily insane. This means the “fight or flight” response takes over: your Agent either runs away, lashes out mindlessly, or curls up in a helpless ball. It lasts until the Handler says the Agent snaps out of it; usually that’s a few minutes after the source of the SAN loss goes away.

## Disorder

An Agent whose SAN score reaches the Breaking Point gains a long-term mental disorder. Its nature and symptoms depend on the kind of trauma that pushed the Agent to the Breaking Point: Violence, Helplessness, or the Unnatural.

The symptoms usually don’t manifest right away. When your Agent reaches the Breaking Point, make a note on the character sheet that you have gained a new disorder and whether it came from Violence, Helplessness, or the Unnatural. Now change the Breaking Point to its new value: your Agent’s current SAN minus POW. The Handler will determine the details of your Agent’s new disorder later in the operation or perhaps in between this operation and the next.

**ACUTE EPISODES:** Once an Agent has gained a disorder, further stresses may bring it to the fore. Any time your Agent confronts some traumatic trigger related to the disorder, your Agent suffers an acute episode. The disorder cannot be controlled until the source of stress goes away. The Handler always decides the exact repercussions, and whether it happens immediately or builds gradually, in the aftermath of the trauma. Sample triggers are described in the *Agent’s Handbook*.

## Sample Disorders

Here are sample disorders for each kind of trauma. The earlier entries for each list are most common. They are defined in the *Agent’s Handbook*, but many are self-explanatory.

### Disorders from Violence

- » PTSD
- » Depression
- » Addiction
- » Sleep disorder
- » Paranoia
- » Intermittent explosive disorder
- » Ligyrophobia
- » Totemic compulsion

### Disorders from Helplessness

- » Depression
- » Obsessive/compulsive disorder
- » Anxiety disorder
- » Addiction
- » Obsession
- » Enclosure-related phobia
- » Conversion disorder
- » Dissociative identity disorder

### Disorders from the Unnatural

- » Depersonalization disorder
- » Depression
- » Sleep disorder
- » Amnesia
- » Fugues
- » Paranoia
- » Megalomania
- » Dissociative identity disorder

## Permanent Insanity

If your Agent’s SAN reaches 0, your Agent goes irretrievably insane. The Agent becomes a Handler character and it’s time to make up a new one.

# Preserving Sanity

## Reducing Sanity Loss

When there is a SAN loss, your Agent can attempt to reduce it by projecting it onto a crucial personal relationship, damaging a Bond. Spend 1D4 WP. If your Agent still has at least 1 WP, reduce the SAN loss by the amount of WP spent (to a minimum of zero) and reduce a Bond's score by the same amount.

The next time your Agent interacts with that Bond, decide what shape the damage takes. Does your Agent grow hostile and angry, irrationally blaming the loved one for imagined wrongs? Does your Agent abandon the loved one in favor of relationships with less importance and meaning? The stresses faced by Delta Green agents often wreck the families and friendships that give them strength.

## Adapting to Sanity Loss

An Agent who loses SAN from a threat three times without going insane becomes adapted. If your Agent loses SAN due to Helplessness or Violence, check one of the three boxes for that threat on the character sheet under INCIDENTS OF SAN LOSS WITHOUT GOING INSANE. If your Agent goes insane or reaches the Breaking Point due to that threat, erase all its checks.

If you check all three boxes for a threat, your Agent becomes adapted to that threat. When adapted to a threat, an Agent's SAN tests for it always succeed—but adapting to a threat changes your Agent, and not for the better. No Agent can adapt to the Unnatural.

- » **Adapting to Violence:** Permanently lose 1D6 CHA and the same amount from each Bond. A character who is adapted to Violence loses no SAN for ignoring suppression (see KILL RADIUS on page 35).
- » **Adapting to Helplessness:** Permanently lose 1D6 POW.

## Repressing Symptoms of Insanity

When suffering temporary insanity or an acute episode of a disorder, your Agent can try to repress it by focusing on the people who depend on him or her. Spend 1D4 WP, and reduce one Bond by the same amount. Now you may attempt a SAN test. If it succeeds, your Agent stifles the symptoms of insanity, and you retain control of your character after all. The next time your Agent interacts with that Bond, describe how the relationship has worsened.

## Regaining Sanity Points

Agents gain SAN by seeking therapy between operations (which can raise SAN no higher than the Agent's  $POW \times 5$ ) and by overcoming unnatural threats (which can raise SAN as high as 99 minus the Agent's Unnatural skill rating). These options are detailed in the *Agent's Handbook*.



# Willpower

Agents need Willpower points (WP) to withstand exhaustion and mental trauma, to resist interrogation and persuasion, and to enact unnatural rituals.

## Low Willpower

An Agent at 1 or 2 WP has an emotional breakdown, suffering a -20% penalty to all actions. An Agent at 0 WP loses all control and cannot succeed at any tests—including SAN rolls. The overwhelmed Agent might collapse or become totally irrational.

## Regaining Willpower

Fulfilling a personal motivation in a way that the Handler finds compelling restores 1 WP. A full night's sleep restores 1D6 WP.

## Exhaustion

The first time your Agent tries to sleep after suffering temporary insanity or reaching the Breaking Point, you must make a Sanity test for the Agent to get any rest. After failing to get a good night's sleep, or working too long without a break, an Agent loses 1D6 WP and become exhausted. An exhausted Agent suffers a -10% or -20% penalty to all skills, stat tests, and SAN rolls. A full night's rest removes that penalty.

- » **Using sedatives:** Liquor or sleeping pills give your Agent a +20% bonus to the SAN test to get to sleep. If the test still fails, the Agent is exhausted the next day after all.
- » **Using stimulants:** Stimulants or chain-smoking removes the exhaustion penalty for 1D6 hours, or 2D6 hours for hard drugs.
- » **Addiction:** Frequent use of sedatives or stimulants makes addiction a likely result the next time your Agent gains a disorder.

## Bonding with Delta Green

After someone in your Agent's Delta Green team undergoes a catastrophic trauma such as going insane or being badly hurt, roll for a SAN test. Success has

no effect. But if it fails, emotional attachments form; follow this process for each teammate, up to five:

**IF THERE'S NOT AN EXISTING BOND:** If your Agent doesn't already have a Bond with the teammate, gain a new Bond equal to half your Agent's CHA. Write "Delta Green" next to the new Bond. Your Agent immediately loses 1D4 points from one other (non-Delta Green) Bond.

**IF THERE'S AN EXISTING BOND:** If your Agent already has a Bond with the teammate, add 1D4 to it (up to your Agent's CHA). Subtract 1 from one other (non-Delta Green) Bond, if your Agent has any left.

## Home

Some scenes focus on Agents' lives between operations. Use them to explore the things that are important to your Agent and the costs of involvement in Delta Green.

## Personal Pursuits

Choose one personal pursuit. Describe how your Agent is pursuing it and roll the appropriate test to resolve it. Some pursuits damage Bonds (but only non-Delta Green Bonds) as your Agent lets relationships lapse. Here are a few examples.

- » **Fulfill Responsibilities:** Choose one Bond and roll a SAN test. *Success:* +1D6 to the Bond. *Failure:* +1 to the Bond. *Fumble:* -1D4 from the Bond and -1 SAN.
- » **Go to Therapy But Lie About Your Unnatural Traumas:** Reduce a Bond by 1 and make a Luck roll. *Success:* +1D4 SAN. *Fumble:* -1 SAN.
- » **Go to Therapy and Tell the Awful Truth:** Reduce a Bond by 1 and make a Luck roll. If the therapist thinks your encounters with the unnatural are delusions, the roll is at -20%. If the therapist believes you, he or she may lose SAN. *Success:* +1D6 SAN. *Fumble:* -1 SAN.
- » **Improve Stats or Skills:** Test any two stats or skills. If test fails, add +3D6 to the skill or +1 to the stat. For each gain, reduce a Bond by 1.
- » **Study the Unnatural:** Reduce a Bond by 1D4. Ask the Handler what else happens.



RECORDING ENTERED AS CLOSED GRAND JURY TESTIMONY  
FBI FOICA SPECIAL INVESTIGATOR J. CHILDRESS.

TAPE #49112

FILED 12/09/01

SPEAKERS: SUBJECT F (Ex-FBI Special Agent). SUBJECT A (State's Witness).  
LOCATION: The Red Barn, Darby, Vermont.  
DATE: 12:02 AM, 11/21/01

GREEN / EYES ONLY

ARTMENT OF WAR  
STRATEGIC SERVICES  
Washington, D.C.

1 SUBJECT F: [garbled] -old man.  
2 SUBJECT A: You went? You-  
3 SUBJECT F: Alphonse is gone. The house-  
4 [unintelligible]  
5 SUBJECT F: Standing orders. Ditch the phones.  
6 [garbled] -go dark.  
7 SUBJECT A: What-  
8 SUBJECT F: And if anyone says they're from- [garbled]  
9 They're not. OK?  
10 SUBJECT A: What if something comes down the wire?  
11 SUBJECT F: Set up a meet and take them out. It's us versus  
12 the world now, fucker.

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#### THE 1925 SPIRITUALIST SUICIDE FLAP

well known than Houdini's war on psychics throughout the Jazz Age was the 1925 "Spiritualist Suicide Flap." A single case, perhaps, might have been a footnote, but in the spring of 1925 something terrible afflicted the spiritualist community worldwide. For those looking, it is hard not to notice.

While many of the more famous psychics continued unaffected, no fewer than 168 confirmed suicides struck spiritualists across the globe, all in the late winter or early spring of 1925. Some power was preying, it seemed, on their minds.

The most famous of these was the quadruple murder-suicide perpetrated by the so-called "Winnetka Wonder," Bobby Fontaine. Fontaine had become famous giving "readings" at the age of 12 and had spent ten years in the spotlight as a local celebrity. He woke on April 12, 1925, with murder on his gifted mind.

Police later pieced together what happened by sifting through the burned ruins of the Fontaine home. Fontaine fed his mother rat poison in her morning coffee. He beat his grandmother to death with a masonry mallet as she slept. When his father came home from work, Fontaine shot him in the abdomen with the family rifle. He set the family home on fire while his father screamed. By the time the authorities had arrived, the house had gone up like a torch.

Twice, Fontaine appeared at the upstairs window as fire crews attempted to douse the blaze. Witnesses said that Fontaine screamed "My father lies sleeping!" before the flames consumed him.