

# DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME (AND ALIAS OR CODE NAME IF APPLICABLE) <b>Adrian Markov</b>			2. PROFESSION (RANK IF APPLICABLE) <b>NSB (National Security Branch)</b>		
	3. EMPLOYER <b>FBI</b>			4. NATIONALITY <b>Russian / American</b>		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. <b>35 6/2/81</b>	7. EDUCATION AND OCCUPATIONAL HISTORY <b>Bachelor's Computer Science / Criminal Psychology</b>			

  

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES	PSYCHOLOGICAL DATA	11. BONDS	SCORE
	Strength (STR)	12	60			Sister Elena Markov	14
	Constitution (CON)	12	60			Friend Danial Barns	14
	Dexterity (DEX)	8	50	Bad knee		Parents Maxim and Nina Markov	14
	Intelligence (INT)	14	70	Always one step ahead			
	Power (POW)	16	80	Solid, a rock			
	Charisma (CHA)	14	70	Pleasant, friendly			
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT		12. MOTIVATIONS AND MENTAL DISORDERS	
	Hit Points (HP)		12			To upload justice in America and abroad.	
	Willpower Points (WP)		16			Believes in protecting the American dream.	
Sanity Points (SAN)		80		Has not been swayed by conspiracy theorists or naysayers. He strives to handle all matters in a way that will put the U.S. and the FBI in a good light.			
Breaking Point (BP)			64	13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE			
10. PHYSICAL DESCRIPTION <b>6'1" 195 lbs, physically fit but not overly muscular. Brown hair, blue eyes, well dressed and orderly.</b>				Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted			

  

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	10	<input type="checkbox"/> First Aid (10%)	10	<input type="checkbox"/> Ride (10%)	10
	<input type="checkbox"/> Alertness (20%)	50	<input type="checkbox"/> Forensics (0%)	50	<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	10	<input type="checkbox"/> Search (20%)	50
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	60
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	10	<input type="checkbox"/> Stealth (10%)	10
			<input type="checkbox"/> HUMINT (10%)	80	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)	30	<input type="checkbox"/> Survival (10%)	0
	<input type="checkbox"/> Athletics (30%)		<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	10
	<input type="checkbox"/> Bureaucracy (10%)	40	<input type="checkbox"/> Melee Weapons (30%)	30	<input type="checkbox"/> Unarmed Combat (40%)	60
	<input type="checkbox"/> Computer Science (0%)	50	<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	10	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	50	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/> Russian	80
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	50	<input type="checkbox"/> Persian	20
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	30	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	50			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	70	<input type="checkbox"/> Psychotherapy (10%)	10	<input type="checkbox"/>	

Check a box when you attempt to use a skill and fail. After the session, add 1 to each checked skill and erase all checks.



<b>INJURIES</b>	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								
<b>EQUIPMENT</b>	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)								
<b>REMARKS</b>	17. PERSONAL DETAILS AND NOTES Adrian is the picture perfect FBI agent. He is by the book in all ways. He moved to NSB after a few years as a CID agent and is happy in his position.  Adrian believes he is fighting the good fight and has a strong sense of right. This could be due to the fact that he has never been deployed out of the country. He has worked on counterterrorism task forces in the states, which have had some success but never as much as he would like.  He is profesional and good at what he does. His background in computer science help him stay ahead of the information when on an assignment.				18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY				
Please indicate why this agent was recruited and why the agent agreed to be recruited.									
20. AUTHORIZING OFFICER				21. AGENT SIGNATURE					

THIS IS A WORK OF FICTION