

DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME (AND ALIAS OR CODE NAME IF APPLICABLE) Alto Silva			2. PROFESSION (RANK IF APPLICABLE) FAST Agent		
	3. EMPLOYER DEA			4. NATIONALITY Latino / American		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 27 8/23/89	7. EDUCATION AND OCCUPATIONAL HISTORY Bachelor's Computer Science / Deep Cover DEA			

STATISTICAL DATA	8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES	PSYCHOLOGICAL DATA	11.	BONDS	SCORE
	Strength (STR)	13	65	Physically Fit			Son Edgar Silva	14
	Constitution (CON)	15	75	Tuff as nails			Mother Maria Silva	14
	Dexterity (DEX)	10	50					
	Intelligence (INT)	11	55					
	Power (POW)	9	45	Twitchy, unperdictable				
	Charisma (CHA)	14	70	Commanding, respected				
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT		12. MOTIVATIONS AND MENTAL DISORDERS		
	Hit Points (HP)	14		Alto feels the Latino community is crippled by drugs and he wants to change that. He has a strong need to make his mother proud and do right by her. He wants to finish this mission and be done with MS13 forever.				
	Willpower Points (WP)	9						
Sanity Points (SAN)	45							
Breaking Point (BP)		36						
10. PHYSICAL DESCRIPTION 5'11" 185 lbs, muscular. Wears gang affiliated clothing, face and arms are extensively tattooed. He can easily be identified as a Mara from MS13					13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE			
					Violence <input checked="" 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%)	30	<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%)	80
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)	30	<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%)	60	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)	30	<input type="checkbox"/> Survival (10%)	30
	<input type="checkbox"/> Athletics (30%)	50	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	20
	<input type="checkbox"/> Bureaucracy (10%)	40	<input type="checkbox"/> Melee Weapons (30%)	50	<input type="checkbox"/> Unarmed Combat (40%)	80
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):	30	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		Land		Foreign Languages and Other Skills:	
			<input type="checkbox"/> Navigate (10%)	10	<input type="checkbox"/> Spanish	80
	<input type="checkbox"/> Criminology (10%)	50	<input type="checkbox"/> Occult (10%)	10	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	40	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)	10	<input type="checkbox"/> Pharmacy (0%)	30	<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	50	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	40			<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.

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 Alto comes from the streets of East Los Angeles where he met most of the contacts that eventually got him jumped into MS13. After high school he left L.A. to attend MIT on a scholarship studying computer science. There was an incident involving a computer security breach that landed Silva in some trouble while at school. He was at first recruited by the FBI, then upon finding out his connections with MS13 members he was recruited by the DEA. Silva has been undercover for 5 years and has risen in the ranks. He is now one of the Council of Nine, which is the name sake for the top level of command in MS13. There are actually 37 members of the Council of Nine. Silva has positioned himself to be given command of a supply line for heroin which originates in Afghanistan. He is now the overseer of this operation and has full support of MS13.				18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY <table border="1" style="width: 100%; border-collapse: collapse;"> <tr> <td style="width: 50%;">19. SPECIAL TRAINING</td> <td style="width: 50%;">SKILL OR STAT USED</td> </tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> </table>				19. SPECIAL TRAINING	SKILL OR STAT USED												
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	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