

DELTA GREEN

| | | | | | |
|---------------|---|-------------------------|---|--|--|
| PERSONAL DATA | 1. LAST NAME, FIRST NAME (AND ALIAS OR CODE NAME IF APPLICABLE) Phra Kru Ba Neua Chai | | 2. PROFESSION (RANK IF APPLICABLE) Buddhist Monk | | |
| | 3. EMPLOYER Golden Horse Monastery | | 4. NATIONALITY Thai | | |
| | 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 B.S. Criminal Law, ex-Muay Thai Champion Boxer | | |

| | | | | |
|---|-----------------------|-------|---------|-------------------------|
| STATISTICAL DATA | 8. STATISTICS | SCORE | x5 | DISTINGUISHING FEATURES |
| | Strength (STR) | 15 | 75 | Toned |
| | Constitution (CON) | 14 | 70 | Hardy |
| | Dexterity (DEX) | 13 | 65 | Limber |
| | Intelligence (INT) | 11 | 55 | |
| | Power (POW) | 16 | 80 | Focused |
| | Charisma (CHA) | 11 | 55 | |
| | 9. DERIVED ATTRIBUTES | | MAXIMUM | CURRENT |
| | Hit Points (HP) | | 15 | |
| | Willpower Points (WP) | | 16 | |
| Sanity Points (SAN) | | 80 | | |
| Breaking Point (BP) | | | 64 | |
| 10. PHYSICAL DESCRIPTION A bald man in monks robes with strong muscles and a calm smile on his face. | | | | |

| | | | |
|--------------------|---|--|-------|
| PSYCHOLOGICAL DATA | 11. BONDS | | SCORE |
| | Horse | | 11 |
| | 12. MOTIVATIONS AND MENTAL DISORDERS | | |
| | 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 | | |

| | | | | | | |
|-----------------------|--|----|---|----|---|----|
| APPLICABLE SKILL SETS | <input type="checkbox"/> Accounting (10%) | | <input type="checkbox"/> First Aid (10%) | 30 | <input type="checkbox"/> Ride (10%) | 60 |
| | <input type="checkbox"/> Alertness (20%) | 70 | <input type="checkbox"/> Forensics (0%) | | <input type="checkbox"/> Science (0%): | |
| | <input type="checkbox"/> Anthropology (0%) | | <input type="checkbox"/> Heavy Machinery (10%) | | <input type="checkbox"/> Search (20%) | 60 |
| | <input type="checkbox"/> Archeology (0%) | | <input type="checkbox"/> Heavy Weapons (0%) | | <input type="checkbox"/> SIGINT (0%) | |
| | <input type="checkbox"/> Art (0%): Prayer Beads | 50 | <input type="checkbox"/> History (10%) | 60 | <input type="checkbox"/> Stealth (10%) | |
| | <input type="checkbox"/> Artillery (0%) | | <input type="checkbox"/> HUMINT (10%) | | <input type="checkbox"/> Surgery (0%) | |
| | <input type="checkbox"/> Athletics (30%) | 80 | <input type="checkbox"/> Law (0%) | 60 | <input type="checkbox"/> Survival (10%) | 60 |
| | <input type="checkbox"/> Bureaucracy (10%) | 30 | <input type="checkbox"/> Medicine (0%) | | <input type="checkbox"/> Swim (20%) | |
| | <input type="checkbox"/> Computer Science (0%) | | <input type="checkbox"/> Melee Weapons (30%) | 80 | <input type="checkbox"/> Unarmed Combat (40%) | 80 |
| | <input type="checkbox"/> Craft (0%): | | <input type="checkbox"/> Military Science (0%): | | <input type="checkbox"/> Unnatural (0%) | |
| | <input type="checkbox"/> Criminology (10%) | 30 | <input type="checkbox"/> Navigate (10%) | 50 | Foreign Languages and Other Skills: | |
| | <input type="checkbox"/> Demolitions (0%) | | <input type="checkbox"/> Occult (10%) | 60 | <input type="checkbox"/> | |
| | <input type="checkbox"/> Disguise (10%) | | <input type="checkbox"/> Persuade (20%) | 40 | <input type="checkbox"/> | |
| | <input type="checkbox"/> Dodge (30%) | 80 | <input type="checkbox"/> Pharmacy (0%) | | <input type="checkbox"/> | |
| | <input type="checkbox"/> Drive (20%) | | <input type="checkbox"/> Pilot (0%): | | <input type="checkbox"/> | |
| | <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 1 to each checked skill and erase all checks.

INJURIES

14. WOUNDS AND AILMENTS

Has First Aid been attempted since the last injury? yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT

15. ARMOR AND GEAR

Monks Robes, Prayer Beads

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 | 80 | | 1d6 | | | | |
| (b) | Horsewhip | 80 | | 1d3 | | | | |
| (c) | Ankus | 80 | | 1d4 | 3 | | | |
| (d) | | | | | | | | |
| (e) | | | | | | | | |
| (f) | | | | | | | | |
| (g) | | | | | | | | |

REMARKS

17. PERSONAL DETAILS AND NOTES

18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY

19. SPECIAL TRAINING

SKILL OR STAT USED

Muay Thai Boxing

Unarmed

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER

21. AGENT SIGNATURE

DD

UNITED STATES
FORM

315

TOP SECRET//ORCON//SPECIAL ACCESS REQUIRED-DELTA GREEN
AGENT DOCUMENTATION SHEET

112382

THIS IS A WORK OF FICTION