Delta Green: The Roleplaying Game
AGENT’S HANDBOOK
Beta Playtesting Excerpts

Updated 13 OCT 2014. Written by Dennis Detwiller, Shane Ivey, and Greg Stolze, © 2014. Some elements are Open Gaming Content. We’ll specify those upon publication.

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Dear Cind,

I fucked up. What can I possibly write? How do I get it all across? I should’ve told you everything when it happened.

I should have said—what? Fuck. I don’t know. This?

Hey Cind, how are you! A bunch of guys put these worms in themselves. They’re not normal worms. They’re from somewhere outside all of this. Okay, got it?

And these guys were robbing banks, and I was trying to find them. It was great. We had a map and everything. Phone records. Names. We followed them and photographed them and got ready for the raid.

And then one day—Cind, you won’t believe this. One day I woke up naked, covered in Vaseline, bleeding and sprawled at the bottom of an empty pool in an abandoned YWCA in Detroit. Remember the night of the twenty voicemails? Well, that’s where I was. I wasn’t dead, shot on some raid. I wasn’t cheating. I didn’t tell you then. I’m sorry. I lied.

So, here I am coming clean. These worms, they start out small. They crawl in your gut and grow, and they shit the Philosopher’s Stone, and you live forever. Sounds great, right? Only it’s not. I’ve seen what’s left of a body when these things are done with it. They breed and you explode like a party favor filled with rotting guts and flailing worms.

I’ve SEEN this happen.

There’s a worm in me now.

I’m not going to wait around for it. And I see now, I can’t write anything to you about it. I’m sorry, Cind. I’m very sorry.

I still love you,

Mike
OVERVIEW

Players come to *Delta Green* for all kinds of reasons. They’re eager to solve a mystery, kill a villain or destroy a monster. These outcomes are possible, but never simple. Sometimes even seeing the threat in a *Delta Green* operation is enough to destroy a group of agents utterly.

So consider this overview a warning.

*Delta Green* is about fear.

It may seem to be about other things from time to time. About manipulation. About power. About control. It has all these things, but that’s not what it’s about.

It lies.

*Delta Green* is about an agent, alone and off the record, breaking into an old woman’s house in Brooklyn because for a split-second she cast the shadow of a hunched, monstrous thing with jaws like a jackal.

*Delta Green* is about two women who pulled off the heist of the Mayan codex from the American Museum of Natural History, an operation six months in the planning, only to burn the stolen book in a pyre of gasoline and wood in an abandoned field, mourning their lost teammates whom it drove to madness.

*Delta Green* is about watching from the Blackhawk jump seat as something bigger than the forest snatches your strike team’s copters, each 11 tons, from the air like flies.

*Delta Green* is not about guns.

*Delta Green* is not about a bug hunt.

*Delta Green* is not about understanding.

*Delta Green* is about the end.

The end of everything. Your family, everyone you know, your country, all life on Earth. It’s about the end of everything and your place in it. Because you’ll end, too. That’s what the fear is about. That’s what the game is about.

*Delta Green* is about the end of everything and how much of it you’ll live to see.

Welcome.

THE WORLD OF DELTA GREEN

Delta Green is a covert group inside the United States federal government. Its mission is to investigate, contain, and conceal unnatural events, because the unnatural is real and it kills. The world of Delta Green is like our own, but beyond the edges of reality are powers that outstrip the human mind’s capacity for understanding. Powers which, when they bleed through into our world, destroy everything in their path.

Agents of Delta Green have limited knowledge of these forces. If you’re an agent, you probably have experienced the unnatural at least once. This inciting event is likely what brought you to the attention of Delta Green in the first place. A few know more. They suffer that knowledge like a cancer of the mind.

Sometimes it’s better to know just enough to get the job done, and nothing more. That’s the first rule of Delta Green.
In a world of smartphones and instantaneous communication, how can the secret of the unnatural ever be kept? The answer is simple. Often it doesn’t have to be kept. It keeps itself.

First, the genuinely unnatural is rare, and unnatural events that destroy more than a few human lives at a time are extremely rare.

Second, the unnatural tends to consume those it infects, removing the vector in the process.

Third, humanity is jaded and full of distrust. Science has effectively destroyed any belief in things beyond physics. “Proof” of the supernatural is met with mockery.

Finally, a handful of government agencies around the world are aware of these threats and actively suppress them.

Taken together, these add up to the illusion of order that covers our haunted world.

Delta Green is an enigma. It is likely that even a veteran agent has met fewer than five Delta Green operatives. That’s it. There are no cubicles. No secret bases. No newsletters or human resources intranets. An agent gets instructions from the group and shares them with the team. Details about the leadership are off-limits. If there’s a headquarters, you’ve never seen it. The group is more like a secret society than an agency of the federal government.

Most of the time, a Delta Green agent works another job. Many are FBI agents, CIA or military, but nearly any profession can be found in its ranks.

When a Delta Green operation is necessary, strings are pulled. Sometimes an official reassignment is authorized under restricted classification. Delta Green has agents embedded in the U.S. government to create sham task forces and set up faux training exercises. Sometimes agents have to go in without cover, on their own time, erasing their tracks, and covering their own expenses, as best they can.

Sometimes a mundane investigation uncovers something unnatural and Delta Green enters after the fact. The group looks for ways to take it over, or at least get agents on the team. Agents must debrief the non-Delta Green personnel to minimize exposure to the threat. Sometimes they can be convinced they saw nothing. If the exposure was too overt, a decision must be made. If possible—if the witness can be trusted to help save lives and to stay quiet about it—Delta Green brings the witness in as an ally, a “friendly”. If not, the witness is made to look schizophrenic or drug-addled. If things go too far, they are eliminated.

When an agent gets hurt, killed or so badly traumatized that returning to the day job is impossible, it’s made to look like an accident or nervous breakdown. When this doesn’t work, it’s up to the agent to cope with the consequences. The group may not call on you for active duty due to some lasting insanity or malady suffered at the hands of the unnatural, but no matter what, death is the only way out of Delta Green.

The mission sounds simple: Save lives from unnatural threats, and neutralize and conceal the threats so they can’t threaten anyone again. It is never simple. There are many types of Delta Green operations but they all share the following qualities.
Delta Green is a call to action against forces of the unnatural that threaten Americans or American interests. It is an investigation to discover the nature of the threat and if it is unnatural. If it is, the operation shifts to remove that threat with as little public notice as possible. Just like a real-world intelligence operation, a Delta Green op is fraught with uncertainty. Absolute clarity is never an option, but it must be completed just the same.

Approaching the reality of the unnatural is never comfortable, especially if you’ve faced it before. You never get used to it. It can’t be understood in the conventional sense. The suspense of uncovering the rotten core of an operation is both a lure and a poison. The horrors that surround the unnatural are beyond the conception of even the most hardened agents. Yet someone must confront them. Physical threats are only half the equation of a Delta Green op. The mental toll of confronting the impossible is real and crippling. Few agents last long.

When the world falls away and the moment comes to violence, Delta Green agents can’t afford to hesitate. Emergencies require split-second calls of questionable morality that may haunt agents for the rest of their lives. Sacrificing one innocent life for the survival of humanity might be an easier transaction for some than for others. Sometimes violence is worse than useless because you’re up against something that transcends reality itself. It’s hard to tell the difference until the bullets are flying.

Human existence is a struggle for understanding. The unnatural is that which the human brain cannot understand. The unnatural in all its forms is an abyss that consumes people whole, drawing them over the edge into insanity. It’s a trap that will never stop attracting us. Wise agents learn quickly to let understanding go, except for the few facts required to survive.

Even within the pressurized folds of Delta Green there are secrets. Agents must keep operations from their family, their jobs and, worse, from other agents. There is safety in ignorance. Agents are truly alone in a world that’s not nearly as well understood as the rank and file of humanity believe it to be.

The impact of these secrets can be devastating. Divorce, job loss, lawsuits, criminal prosecution, or worse. You are part of a conspiracy. You will be expected to break every law and personal code to perform the mission and, just as important, to cover it up. There is no quarter taken or given. If you are arrested or humiliated in the media, nobody from the group can help. And if you reveal the group’s secrets, no matter the circumstances, you become the operation.

Delta Green is a tabletop roleplaying game, composed of players creating and taking the roles of agents investigating an unnatural mystery. The game uses polyhedral dice: “1D8” means one eight-
sided die; “2D4” means two four-sided dice; “percentile dice” and “1D100” mean roll two ten-sided dice and read them to show a number between 01 and 00, meaning 100; and so on.

**YOUR AGENT IN THE GAME**

As a player, you take the role of an agent of Delta Green and describe how your agent confronts unnatural horrors. What can your character bring to a Delta Green mission? Agents’ abilities are measured with **statistics** that define the broad capabilities of every character, like Strength, Intelligence, and Charisma; and **skills** that describe the specific training of each character, like Unarmed Combat, History, and Persuade.

The higher the value of a statistic or a skill, the more effective it is. Often simply knowing you have a specific skill tells the person running the game whether you can accomplish your action. When things are desperate, you may have to roll the dice—to see whether you have enough Strength to leap to safety, for instance, or whether you can Persuade the axe-wielding maniac to let you live.

When things harm your agent, we measure it in **attributes**: Hit Points, Willpower Points, and Sanity Points.

We measure the strength of your agent’s relationships with the most important people in his or her life with **Bonds**, which keep you sane but deteriorate when you suffer trauma.

See AGENTS on page XX for details on statistics, skills, attributes, and Bonds.

See THE GAME on page XX for details on using statistics and skills in an investigation.

See COMBAT on page XX for details on violence and how it affects your agent.

See SANITY on page XX for details on Sanity Points, Bonds, and Willpower Points.

**THE CASE OFFICER**

One of the players doesn’t take the role of an agent, and instead is the Case Officer (or CO) who controls the game and spins the tale. The CO creates the mystery the agents investigate. The CO takes the role of all the characters the agents meet (called non player characters or NPCs), describes the situations they find themselves in, and determines what dice are rolled and why. The CO is the narrator, director, referee and host.

As a player, you describe your agent’s decisions, choices, and reactions to the fictional world. The CO is responsible for bringing that world to life, creating the secrets you’re trying to uncover, and ensuring the game’s mood and suspense through a thousand factors that you as player can’t know or control. The CO’s word is law and their decisions are final.

That requires a lot of trust between players and their CO. The Case Officer’s Handbook is devoted to helping the CO construct, build and maintain that trust. Players, your job is just as challenging: to bring a Delta Green agent to life in an uncertain world full of unnatural mysteries.
IN THE BACK SEAT

When the new agent dies, there isn’t much to it. He curls in the back seat with his legs almost up to his chest and he stops moving. We keep driving. There’s nothing else to do. Everything smells of blood and then, after, everything smells like shit.

The smell reminds me of my son’s birth, and why I have to do these things.

O’Hara weeps, though she didn’t know him. No one did, really. Twenty hours earlier the agent had been pecking away at a keyboard, safe in a safe as a cyberterror security advisor at some forgettable think-tank in Maryland. Then he was on our op.

Now he is the mission.

We stop at the culvert off Long Lake and I step from the car. I look around. The rest area is off season. Beneath the purple light of sodium arc lamps snowflakes filter down. The gravel is covered in ice and the lake is a black line at the edge of the trees.

I sat with my wife here in 1989 and roasted hot dogs and listened to the radio. We slept here and looked at the stars before I knew the world was bullshit. Back when I was happy. Before I knew the stars looked back.

Tonight, I saw something like a dog made of swirling mirrors leap through the agent from a point in space that seemed somehow further than the edges of the room we were in. The agent staggered out with us when the freon fire-suppression system engaged, and we made it clear of the building before he sagged into my arms, covering me in blood from a thousand tiny holes.

I can’t remember his name. It seems important now, at Long Lake, that I know his name. What his real name was, not the pseudonym we called him. But it won’t come. This is not like me, and it disturbs me almost more than the body in the back seat.

It’s not my first body.

I step to the trunk. Inside are two body bags, some garbage bags, chains, a hacksaw, an icepick and four cinderblocks. I get to work.

My son is nine years old. I dreaded every day leading up to his arrival. I could say nothing to my wife. What could I say? How could I tell her? And then he arrived. Pure biological imperative in seven pounds, four ounces.

Adam. My unreasoning hope.

I open the back of the rental car and pull the agent out by an arm. The body slides out like a stillborn fetus and flops to the ground with a thud. In the cold air a wave of blood and shit fills my nostrils.

I think of Adam and I know I have to get on with it. Until it’s someone else’s turn.
Once, Delta Green investigated the return of a lost child. It was not a happy reunion. Michael Lumsden had died of leukemia at Philadelphia Children’s Hospital ten years before. Now he had miraculously returned, no older and with no sign of illness.

The agents were clever. If after all these years Michael Lumsden was home, what was buried in his coffin? Answer: the rotted remains of a ten-year-old boy. So, what was the thing that looked and acted like Michael Lumsden?

Should the team put the child-thing down like a rabid dog? Could they? Then there was the rest of the family. Were they infected by whatever influence pretended to bring Michael Lumsden back to life?

What power haunted the Lumsden home?

Nobody looked for guidance from their superiors. Everyone knew the orders would be: “Take care of it.” How could they live with themselves if they made the wrong call, or even the right one?

What kind of a person joins a group that has to make those kinds of decisions?

You.

In game terms, all Delta Green agents are composed of five elements.

- **Statistics:** The core capabilities of your agent, like Strength and Intelligence.
- **Attributes:** Ratings that indicate your agent’s resilience, derived from stats: Hit Points (HP), Willpower Points (WP), and Sanity Points (SAN).
- **Profession:** What your agent does for a living, which informs how many skill points and Bonds he or she has.
- **Skills:** What training your agent has learned in life, school or work.
- **Bonds:** The people your agent fights to protect.

Before creating a new Delta Green agent, take a moment to talk with your CO about the particulars of the game. For example, instead of the modern day, your Delta Green game might be set in the 1980s, or even the 1950s. These high-level choices for the game are strictly the purview of the CO, so get any details you might need before you create your agent. Sometimes, a game is limited to a single profession (“you’re all pilots”) or a particular agency (“you all work for the DEA”). Ask your CO.

You can decide your agent’s background and motivations after making the agent up. See WHAT IS DELTA GREEN? on page XX for a refresher on what life is like in the group and whether it makes sense for your agent.

Here’s how you create a Delta Green agent:

**STEP 1: DETERMINE STATISTICS.** Statistics are Strength (STR), Dexterity (DEX), Constitution (CON), Intelligence (INT), Power (POW) and Charisma (CHA). They range from 3 (the worst) to 18 (the best) with an average of 10 for an ordinary adult. Each represents the core capabilities possessed by all
agents. All are important. Delta Green usually recruits agents with above-average INT and POW, but you decide what strengths brought you into the group. (See DETAILED DESCRIPTION: STATISTICS on page XX.)

You can create your agent’s stats in two different ways, either by rolling them or assigning points to them. Pick one method:

1. **Roll Stats**: For each of the agent’s stats, roll 4D6 and drop the lowest die roll. Place the six rolls in whichever stats you like.

2. **Assign Stats**: If you dislike randomization, divide 72 points among the six stats however you like.

**STEP 2: CALCULATE ATTRIBUTES.** Attributes are derived from stats. Each time your agent is hurt, exerts mental fortitude, or is exposed to maddening stimuli, an attribute can drop. (See DETAILED DESCRIPTION: ATTRIBUTES on page XX.)

**Hit Points (HP)**: Hit Points are how much damage your agent can sustain before death. They are regained through rest and medical attention. Hit Points are equal to the average of CON and STR (CON plus STR, divided by two), rounded up.

**Willpower Points (WP)**: Willpower Points represent mental fortitude. They fall when you attempt to resist mental illness, are exhausted, or try to fuel unnatural phenomena. They are regained with rest. They begin equal to your POW stat.

**Sanity Points (SAN)**: Sanity Points represent how much mental trauma or exposure to the unnatural your character can endure before going insane. They are regained with psychiatric care and by overcoming unnatural threats. Sanity Points begin equal to POW×5.

**STEP 3: SELECT PROFESSION AND SKILLS.** What does your agent do for a living? Profession dictates what skills your agent might have and the number of Bonds he or she possesses. Skills are abilities that require training, and come from schooling, experience, or personal interest. They are measured from 01% (abysmal) to 95% (amazing). (See DETAILED DESCRIPTION: PROFESSION on page XX and DETAILED DESCRIPTION: SKILLS on page XX.)

**STEP 4: DEFINE THE AGENT’S BONDS.** Each agent has Bonds that indicate the strength of relationships with the most important people in his or her life, like your wife or husband, your children, your partner, or your mentor. Bonds help resist mental trauma and represent the deterioration of your agent’s life as it falls apart. Each Bond has a value that begins equal to your agent’s CHA. (See DETAILED DESCRIPTION: BONDS on page XX.)

**STEP 5: ADD THE FINAL DETAILS.** Select a name, establish what your agent’s work and personal life are like, and how the agent is involved with Delta Green. How old is your agent? What does he or she look like? How did he or she come to Delta Green?

Most importantly, come up with something about your agent you think is bad—some personality flaw—as well as something admirable. (See DETAILED DESCRIPTION: FINISHING UP on page XX.)

**DETAILED DESCRIPTION: STATISTICS**

There are six core capabilities found in every agent: Strength (STR), Constitution (CON), Dexterity (DEX), Intelligence (INT), Power (POW) and Charisma (CHA).
Each statistic (stat) has a stat test score equal to the stat \times 5. This means, roll the stat \times 5 or less to succeed. When it’s a relatively generic action (like climbing a fence, jumping a ditch, or trying to punch someone who’s attacking you) and you have no skill to cover the situation, the CO may ask you to roll a test for whatever stat is the closest fit.

<table>
<thead>
<tr>
<th>Stat</th>
<th>Abbreviation</th>
<th>Description</th>
<th>Stat Use Examples</th>
</tr>
</thead>
<tbody>
<tr>
<td>Strength</td>
<td>STR</td>
<td>Physical power, size, and musculature.</td>
<td>Drag a witness to safety. Break down a locked door. Sprint faster than everyone else. Jump over a daunting gap.</td>
</tr>
<tr>
<td>Constitution</td>
<td>CON</td>
<td>Health and physical resilience.</td>
<td>Resist illness, exhaustion or pain. Hold your breath a long time. Keep running longer than everyone else.</td>
</tr>
<tr>
<td>Dexterity</td>
<td>DEX</td>
<td>Agility, coordination and nimbleness.</td>
<td>Keep your balance on an uneven surface. React quickly.</td>
</tr>
<tr>
<td>Intelligence</td>
<td>INT</td>
<td>How well you notice things, remember things, and connect hints and ideas. Together with your profession it indicates your level of education or brilliance.</td>
<td>Remember a detail. Piece together disparate data. Find a key fact on the Internet.</td>
</tr>
<tr>
<td>Power</td>
<td>POW</td>
<td>Force of personality, motivation, and psychic resilience.</td>
<td>Keep your head in a crisis. Stand up to pressure. Have a moment of unexpected luck.</td>
</tr>
<tr>
<td>Charisma</td>
<td>CHA</td>
<td>Charm, leadership and personal appeal. It sometimes indicates physical attractiveness.</td>
<td>Make a good impression.</td>
</tr>
</tbody>
</table>

A stat below 9 or above 12 is exceptional and stands out. Spare a word or two to describe stats that are outside the average. That gives your agent personality and indicates his or her strengths or weaknesses.

<table>
<thead>
<tr>
<th>Statistic</th>
<th>3-4</th>
<th>5-8</th>
<th>9-12</th>
<th>13-16</th>
<th>17-18</th>
</tr>
</thead>
<tbody>
<tr>
<td>STR</td>
<td>Feeble</td>
<td>Weak</td>
<td>(Average)</td>
<td>Muscular</td>
<td>Huge</td>
</tr>
<tr>
<td>DEX</td>
<td>Barely Mobile</td>
<td>Clumsy</td>
<td>(Average)</td>
<td>Nimble</td>
<td>Acrobatic</td>
</tr>
<tr>
<td>CON</td>
<td>Bedridden</td>
<td>Sickly</td>
<td>(Average)</td>
<td>Robust</td>
<td>Indefatiguale</td>
</tr>
<tr>
<td>INT</td>
<td>Imbecilic</td>
<td>Slow</td>
<td>(Average)</td>
<td>Perceptive</td>
<td>Brilliant</td>
</tr>
<tr>
<td>POW</td>
<td>Spineless</td>
<td>Nervous</td>
<td>(Average)</td>
<td>Strong-Willed</td>
<td>Indomitable</td>
</tr>
<tr>
<td>CHA</td>
<td>Unbearable</td>
<td>Awkward</td>
<td>(Average)</td>
<td>Charming</td>
<td>Magnetic</td>
</tr>
</tbody>
</table>
**Example:** Louis creates a Delta Green Agent. He rolls his stats, since he prefers randomness. He rolls 4D6 and gets a 6, 3, 2, and 1. He drops the lowest (1) and adds 6+3+2 for 11. He does this five more times and gets 14, 12, 7, 14 and 10. He sets his stats to be STR 7, CON 14, DEX 12, INT 14, POW 11 and CHA 10. Louis’ Agent is physically weak (STR 7) but very healthy (CON 14) and particularly smart (INT 14). Already a picture is beginning to emerge.

**Detailed Description: Attributes**

Attributes are Hit Points (HP), Willpower Points (WP) and Sanity Points (SAN).

**Hit Points (HP):** HP equal the average of CON and STR (add CON and STR together and divide by two, rounded up). They represent physical toughness. The more HP, the more injury you can resist. When you’re injured, subtract the damage from your current HP. At 1 or 2 HP you fall unconscious. At 0 Hit Points you die.

**Willpower Points (WP):** Willpower Points begin equal to POW and are depleted by mental exhaustion, personal setbacks, and resisting the compulsions of a mental disorder. Rest restores them.

You most often use WP to:

- Resist insanity by drawing strength from a Bond. (See FOCUSING ON BONDS on page XX for details.)
- Keep investigating despite exhaustion. (See EXHAUSTION, SLEEPLESSNESS AND DRUGS on page XX for details.)
- Resist some unnatural effects such as psychic influences and so-called “magic”.
- Resist persuasion or interrogation. (See PERSUASION on page XX for details.)
- Withstand frustration and emotional burnout. (See COSTS OF FAILURE on page XX for details.)

**Sanity Points (SAN):** Sanity Points (SAN) represent mental health and stability. SAN starts at POW×5. In moments of mental trauma you must make a Sanity test by rolling your SAN or lower on 1D100. If it fails, you lose SAN.

Losing 5 or more SAN in a single roll causes temporary insanity. Unreasoning instinct takes over until the maddening stimulus is gone, you’ve collapsed, or fled the scene.

Losing a number of SAN equal or greater than your POW in one game session causes indefinite insanity, a lasting mental illness.

At SAN 0, your agent is irretrievably insane and permanently becomes an NPC under the control of the CO.

See SANITY on page XX for details.

**Example:** Louis’ unnamed Delta Green agent’s Hit Points are 11 (his STR 7 plus CON 14, divided by 2, rounded up). With POW 11, he has 11 Willpower Points and 55 SAN.

**Detailed Description: Profession**

Selecting a profession immediately says a lot about an agent. It grants a “kit” of skills appropriate to that profession and a certain number of bonus points to assign to any other skill you like. It also determines the number of Bonds your agent has when the game begins.
RECOMMENDED STATS: Some professions require people who are particularly fit, stable or smart. Generally this means the recommended stats should be 10 or higher—or at least they were when you got the job. (For example, maybe your police officer had higher STR when she joined the force but lost points after a back injury, and that’s why you have STR 6.) Work out the details with the CO.

PROFESSIONAL SKILLS: Each profession has a pre-defined kit of skills with beginning scores. They represent the “minimum” for that profession. See DETAILED DESCRIPTION: SKILLS on page XX for their uses. When you create a new character, no skill can be higher than its governing stat × 5.

BONUS POINTS: Each profession lists a number of bonus points you can add to any skills you want (except for the Unnatural skill). Remember, when you first create an agent, no skill can be higher than its governing stat × 5.

BONDS: Each profession dictates the number of Bonds your agent begins with. The more difficult and trying the profession, the fewer Bonds your agent has.

TYPICAL EQUIPMENT: Finally, each profession lists typical equipment that an agent doing that job is likely to have access to. Unless the CO says otherwise, assume that your agent has the listed gear.

OPTION: PREVIOUS PROFESSION

What did your agent do before his or her current profession? If you like, you can pick one of these backgrounds to quickly assign 150 bonus skill points. Add these bonuses to your professional skills, but remember they cannot bring a skill higher than its stat × 5.

- **Photographer:** Alertness 30%, Computer Science 30%, Persuade 30%, Physical Art (Photography) 50%.
- **Athlete:** Alertness 30%, Dodge 40%, Throw 40%; choose one: Climb 40% or Swim 40%.
- **Author, Editor, or Journalist:** History 30%, Persuade 40%, Psychology 40%, Social Art (Creative Writing, Poetry, Scriptwriting, Journalism, etc.) 40%
- **Blue-Collar Worker:** Alertness 30%, Craft (choose one) 40%, Drive Auto 40%, Drive Heavy Machinery 40%.
- **Computer Science Degree:** Computer Science 40%, Craft (Microelectronics) 30%, Cryptography 40%, Science (Mathematics) 40%.
- **Clergy:** Foreign Language (Greek, Hebrew or Latin) 30%, Persuade 40%, Psychology 40%, Psychotherapy 40%.
- **Criminal Justice Degree:** Criminology 30%, Forensics 30%, Law 30%, Persuade 30%, Psychology 30%.
- **Diver:** First Aid 30%, Pilot (Small Boat) 40%, SCUBA 40%, Swim 40%.
- **Cop:** Alertness 30%, Drive Auto 30%, Firearms 30%, Law 30%, Unarmed Combat 30%.
- **Counselor:** First Aid 30%, Persuade 30%, Psychology 50%, Psychotherapy 40%.
- **Firefighter:** Alertness 30%, Drive Auto 30%, Drive Heavy Machinery 30%, First Aid 30%, Navigation 30%.
- **Military Officer:** Bureaucracy 50%, Firearms 30%, Persuade 30%, Tactics 40%.
- **Nurse or Paramedic:** First Aid 50%, Medicine 40%, Psychology 30%, Science (Biology) 30%.
- **Sailor:** Alertness 30%, Craft (Mechanic) 30%, First Aid 30%, Navigation 30%, Pilot (Ships or Small Boats) 30%.
**Soldier or Marine:** Climb 30%, Drive Auto 30%, Firearms 30%, Heavy Weapons 30%, Unarmed Combat 30%.
**Cracker:** Computer Science 50%, Craft (Locksmithing) 30%, Cryptography 40%, Persuade 30%.
**Hunter:** Alertness 30%, Firearms 30%, Stealth 30%, Survival 30%, Tracking 30%.
**Liberal Arts Degree:** Anthropology 30%, Foreign Language (choose one) 30%, History 30%, Persuade 30%, Psychology 30%.
**Linguist:** Foreign Language (choose one) 40%, Foreign Language (choose another) 40%, Foreign Language (choose one) 40%, Psychology 30%.
**MBA:** Accounting 40%, Bureaucracy 40%, Law 30%, Persuade 40%.
**Part-Time Artist, Actor or Musician:** Persuade 30%, Physical Art or Social Art (choose one) 50%, Physical Art or Social (choose another) 40%, Psychology 30%.
**Pre-Med:** First Aid 30%, Medicine 40%, Pharmacy 40%, Science (Biology) 40%.
**Sales:** Accounting 30%, Bureaucracy 30%, Persuade 50%, Psychology 40%.
**Social Work:** Bureaucracy 50%, Law 30%, Persuade 30%, Psychology 40%.

**Example:** Louis decides his agent (with STR 7, DEX 12, INT 14, and CHA 10) is a computer scientist by profession. His skills are: Computer Science 60%, Craft (Electrician) 50%, Craft (Mechanic) 40%, Craft (Microelectronics) 50%, and Cryptography 50%. From the “choose four” list he picks Craft (Locksmithing) 50%, saying he was fascinated with locks in his cracking days; Foreign Language (Arabic) 50%; Science (Physics) 50%; and Persuade 50%.

Louis has 200 bonus points to add to any skills he wants. To save time, he picks the “Soldier or Marine” background option, saying his agent paid for college by serving in the Army. That accounts for 150 bonus skill points and gives him Climb 30%, Drive Auto 30%, Firearms 30%, Heavy Weapons 30%, and Unarmed Combat 30%. He uses his last 50 bonus skill points to add 10 to Computer Science (bringing it to 70%, his maximum with INT 14) and to gain 40% in Alertness, saying that between the Army and his cracking days he learned to keep his eyes open for trouble.

**List of Professions**

Most Delta Green agents come from specific backgrounds that are necessary in Delta Green operations. But there are frequent exceptions. Someone from nearly any profession might stumble into a Delta Green operation and prove useful enough that the group asks for more help later.

<table>
<thead>
<tr>
<th>Most Common Agent Professions</th>
<th>Other Useful Professions</th>
<th>Less Common Professions</th>
</tr>
</thead>
<tbody>
<tr>
<td>Federal Agent</td>
<td>Anthropologist or Historian</td>
<td>Author, Editor or Journalist</td>
</tr>
<tr>
<td>Intelligence Case Officer</td>
<td>Computer Scientist or Engineer</td>
<td>Criminal</td>
</tr>
<tr>
<td>Soldier</td>
<td>Intelligence Analyst</td>
<td>Firefighter</td>
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<tr>
<td>Special Forces</td>
<td>Lawyer or Business Executive</td>
<td>Foreign Service Officer</td>
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<td></td>
<td>Physician</td>
<td>Nurse or Paramedic</td>
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<td></td>
<td>Scientist</td>
<td>Pilot or Sailor</td>
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<td></td>
<td></td>
<td>Police Officer</td>
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</tbody>
</table>
ANTHROPOLOGIST OR HISTORIAN

You’re a specialist in the study of humanity. You’re concerned with the patterns that emerge over time, across land masses, or within cultures and language groups. You might be a number-cruncher, a field worker trudging through the jungle, a “human terrain” expert in a war zone, or part of a think-tank analyst working on a study of Tcho-Tcho migration patterns.

Recommended Stats: INT.

Professional Skills: Anthropology 50%, Archaeology 50%, Bureaucracy 50%, Foreign Language (choose one) 50%, Foreign Language (choose another) 50%, History 50%, Occult 40%, Persuade 40%, Survival 30%; choose one from: Climb 40%, Drive Auto 40%, Ride 40%, or Track 40%.

Bonus Points: 200.

Bonds: 4

Typical Equipment:

AUTHOR, EDITOR OR JOURNALIST

You might be a “media specialist” for a company or for any branch of the government, a TV reporter, or a scholar of rare texts. Or you could have encountered the unnatural while pursuing the story of a lifetime.

Recommended Stats: INT, CHA.

Professional Skills: History 50%, Persuade 50%, Psychology 50%, Social Art (choose one: Creative Writing, Journalism, Poetry, Scriptwriting, etc.) 60%; choose four from: Bureaucracy 60%, Foreign Language (choose one) 60%, Law 60%, Occult 60%, Science (choose one) 60%, or Social Art (choose one) 60%.

Bonus Points: 200

Bonds: 4

Typical Equipment:

COMPUTER SCIENTIST OR ENGINEER

Computers and high-precision machinery are the backbone of modern industry. You are a craftsman with data or with machinery, possibly for the government, possibly for profit. However you use your skills, the overlap between information technology and awareness of the unnatural could make this the most dangerous job on the planet.

Recommended Stats: INT.

Professional Skills: Computer Science 60%, Craft (Electrician) 50%, Craft (Mechanic) 40%, Craft (Microelectronics) 50%, Cryptography 50%; choose four from: Accounting 50%, Bureaucracy 50%, Craft (Locksmithing) 50%, Foreign Language 50%, Drive Heavy Machine 50%, Law 50%, Science (Physics) 50%, or Persuade 50%.

Bonus Points: 200

Bonds: 4

Typical Equipment:

CRIMINAL

So much is illegal that there are broad economies of crime. This profile fits the traditional “black collar” criminal: pimp, burglar, extortionist, or thug. If you want white-collar stuff, choose Computer Scientist or Business Executive.
Recommended Stats: STR, DEX.
Professional Skills: Alertness 50%, Criminology 40%, Dodge 40%, Drive Auto 40%, Firearms 30%, Melee Weapons 30%, Persuade 40%, Psychology 50%, Stealth 40%, Unarmed Combat 30%; choose one from: Craft (Locksmithing) 50%, Demolitions 50%, Disguise 50%, Foreign Language (choose one) 50%, Forensics 50%, Law 50%, Navigate 50%, or Pharmacy 50%.
Bonus Points: 200
Bonds: 4
Typical Equipment:

FEDERAL AGENT

Most Delta Green agents are federal law enforcement officers, especially from the FBI. The group decided long ago that federal agents have an optimum balance of skills and mental stability needed to confront the unnatural.
Recommended Stats: DEX, CON, POW, CHA.
Professional Skills: Alertness 50%, Bureaucracy 40%, Climb 50%, Criminology 50%, Drive Auto 40%, Firearms 40%, First Aid 30%, Forensics 50%, Law 40%, Persuade 50%, Psychology 40%, Unarmed Combat 40%; choose a specialty: accountant—Accounting 40%; criminalist—Criminology +20% and Forensics +20%; lawyer—Law +20% and Persuade +20%; linguist—one Foreign Language 40%; computer scientist—Computer Science 40%; Hostage Rescue or SWAT—Throw 40%; drug investigator—Pharmacy 40%.
Bonus Points: 150
Bonds: 2
Typical Equipment:

FIREFIGHTER

Your job oscillates between the tedium and routine of maintaining your gear and exhilaration when the alarm finally comes. If you’re involved with Delta Green, you clearly stumbled into something worse than a house fire.
Recommended Stats: STR, DEX, CON, POW.
Professional Skills: Alertness 50%, Climb 50%, Craft (Electrician) 50%, Craft (Mechanic) 40%, Demolitions 50%, Drive Auto 50%, Drive Heavy Machine 50%, First Aid 60%, Forensics 50%, Navigate 50%.
Bonus Points: 150
Bonds: 4
Typical Equipment:

FOREIGN SERVICE OFFICER

Your travel to strange lands, meet interesting people, and try to get along with them. Odds are you work for the State Department, though USAID, the Commercial Service and the Foreign Agriculture Service have FSOs of their own. Either way, you’ve had every opportunity to see and learn exotic and deadly things; the kinds of things that qualify you for Delta Green clearance.
Recommended Stats: INT, CHA.
Professional Skills: Anthropology 40%, Bureaucracy 60%, Foreign Language (choose one) 50%, Foreign Language (choose one) 50%, Foreign Language (choose one) 50%, History 50%, Law 40%, Persuade 60%, Psychology 50%.
Bonuses Points: 200
Bonds: 4
Typical Equipment:

**INTELLIGENCE ANALYST**

In the FBI, NSA and CIA, there’s a split between those who gather information and those who decide what it means. You take information from disparate sources—newspapers, informants, ELINT and the assets developed by Case Officers—and figure out what it means. You job, in short, is the piecing together of unrelated knowledge, a dangerous endeavor in the world of Delta Green.

**Recommended Stats:** INT.

**Professional Skills:** Anthropology 50%, Bureaucracy 50%, Criminology 50%, Cryptography 50%, Foreign Language (choose one) 50%, Foreign Language (choose one) 50%, Foreign Language (choose one) 50%, History 50%, Psychology 50%.

Bonuses Points: 200
Bonds: 3
Typical Equipment:

**INTELLIGENCE CASE OFFICER**

You recruit people to spy on their own countries for your agency, probably the CIA. Your job is to develop foreign intelligence sources, communicate with them, and keep them under control, productive, and alive. It’s a hard business because you must view everyone as a potential threat, liar, or tool to further your agenda. If your name ended up on the books for Delta Green, congratulations; you are seen in the same way, now.

**Recommended Stats:** STR, DEX, CON, CHA.

**Professional Skills:** Alertness 50%, Anthropology 30%, Bureaucracy 40%, Criminology 40%, Cryptography 40%, Disguise 40%, Drive Auto 30%, Firearms 30%, Foreign Language (choose one) 50%, Foreign Language (choose one) 40%, Persuade 60%, Psychology 50%, Stealth 60%, Unarmed Combat 30%.

Bonuses Points: 200
Bonds: 1
Typical Equipment:

**LAWYER OR BUSINESS EXECUTIVE**

Your tools are a computer and smartphone. Your job might be moving millions of dollars, or moving data, or both in the same keystroke. Or you might be a prosecutor, a defense attorney, or a judge.

**Recommended Stats:** INT, CHA.

**Professional Skills:** Bureaucracy 60%, Persuade 50%, Psychology 50%; choose four from: Accounting 60%, Computer Science 60%, Foreign Language (choose one) 60%, History 60%, Law 60%, or Pharmacy 60%.

Bonuses Points: 250
Bonds: 4
Typical Equipment:
NURSE OR PARAMEDIC

Medical professionals are often on the front line when awful things happen. Is that what brought you to the group’s attention?

**Recommended Stats:** INT, POW, CHA.

**Professional Skills:** Alertness 50%, Bureaucracy 40%, First Aid 70%, Medicine 50%, Persuade 50%, Pharmacy 40%, Science (Biology) 40%; choose one: Drive Auto 60% or Psychology 60%.

**Bonus Points:** 250

**Bonds:** 4

**Typical Equipment:**

PHYSICIAN

Doctors are often the first to uncover signs of an unnatural incursion and are often the most valuable investigators of its disastrous effects on humanity.

**Recommended Stats:** INT, POW, either CHA or DEX.

**Professional Skills:** Alertness 40%, Bureaucracy 40%, First Aid 60%, Medicine 60%, Persuade 40%, Pharmacy 50%, Psychology 40%, Science (Biology) 50%; choose one from: Pathology 60%, Psychotherapy 60%, or Surgery 60%.

**Bonus Points:** 200

**Bonds:** 4

**Typical Equipment:**

PILOT OR SAILOR

Air or sea, commercial or military, your primary duty is to keep your passengers alive and craft intact. This can lead to some hard choices when your passengers put the vehicle in danger. Or are you a drone operator, flying a Predator from thousands of miles away? Either way, what op brought you to the attention of Delta Green?

**Recommended Stats:** DEX, INT.

**Professional Skills:** Alertness 60%, Bureaucracy 30%, Craft (Electrician) 50%, Craft (Mechanic) 50%, Navigate 60%, Pilot (choose one) 60%, Science (Meteorology) 40%, Swim 50%; choose one from: Foreign Language 50%, Drive Heavy Machine 50%, or Heavy Weapons 50%.

**Bonus Points:** 200

**Bonds:** 4

**Typical Equipment:**

POLICE OFFICER

You serve and protect. Police officers walk the beat in uniform. Detectives come in after the fact and put the pieces together. Deputy sheriffs answer to an elected law enforcer and have jurisdiction over an entire county. How on earth did you gain clearance?

**Recommended Stats:** STR, CON, DEX, POW.

**Professional Skills:** Alertness 50%, Bureaucracy 30%, Criminology 40%, Drive Auto 50%, Forensics 30%, Firearms 40%, First Aid 40%, Law 30%, Melee Weapons 30%, Navigate 40%, Persuade 40%, Psychology 40%, Unarmed Combat 40%

**Bonus Points:** 200

**Bonds:** 3

**Typical Equipment:**
You expand the frontiers of human knowledge in a field such as biology, physics or chemistry. In theory, you form a hypothesis, build an experiment to test it and see if it survives. When certain forms of knowledge and thought by themselves cause insanity and death, it’s easy to conclude that some hypotheses should not be tested.

**Recommended Stats:** INT.

**Professional Skills:** Bureaucracy 50%, Computer Science 50%, Science (choose one) 70%, Science (choose another) 60%, Science (choose another) 50%; choose two: Accounting 60%, Craft (choose one) 60%, Foreign Language (choose one) 60%, Law 60%.

**Bonus Points:** 250

**Bonds:** 4

**Typical Equipment:**

**SOLDIER OR MARINE**

Governments will always need boots on the ground and steady hands holding rifles. When war begins, civilization gets out of the way. With the social contract void, unnatural things creep in at the edges. There’s a reason Delta Green began in the military.

**Recommended Stats:** STR, CON.

**Professional Skills:** Alertness 40%, Bureaucracy 40%, Climb 40%, Drive Auto 40%, Firearms 40%, First Aid 40%, Navigate 30%, Persuade 30%, Tactics 30%, Throw 40%, Unarmed Combat 30%; choose two from: Artillery 50%, Computer Science 50%, Craft (choose one) 50%, Drive Heavy Machine 50%, or Heavy Weapons 50%.

**Bonus Points:** 200

**Bonds:** 3

**Typical Equipment:**

**SPECIAL FORCES**

Usually a soldier finishes initial training and settles into a specialty until the contract is up. You’ve volunteered for a harder path. As a member of a group like the U.S. Army Special Forces, the SEALs, or the USMC Critical Skills Operators, you’ve spent years in the most grueling training on the planet and in the most dangerous missions around.

**Recommended Stats:** STR, DEX, CON, INT, POW.

**Professional Skills:** Alertness 50%, Climb 40%, Demolitions 40%, Firearms 50%, First Aid 30%, Heavy Weapons 40%, Melee Weapons 40%, Navigate 40%, Stealth 50%, Survival 50%, Swim 40%, Tactics 50%, Throw 40%, Unarmed Combat 40%; choose one from: Drive Auto 50%, Foreign Language 50%, Parachuting 50%, Pilot (Small Boats) 50%, SCUBA 50%, or Track 50%.

**Bonus Points:** 150

**Bonds:** 1

**Typical Equipment:**

**OPTION: BUILDING A NEW PROFESSION**

If none of the standard professions suit your agent, use these guidelines to build a new one.
**Professional Skills:** Pick ten professional skills for the new profession. Now divide 500 skill points between them. That determines their starting levels. As a rule of thumb, each professional skill should be 30% or 50%, maybe as high as 60% if it’s a particular specialty for that profession.

**Bonus Skill Points:** 200.

**Bonds:** 3.

**Typical Equipment:** Whatever makes sense.

**Further Customization:** For each additional bond reduce professional skill points by 50. For each bond removed (to a minimum of 1), add 50 professional skill points.

**Detailed Description: Skills**

Unlike a stat, a skill represents expertise gained only with intensive training or study. Anyone can attempt an DEX×5 test to keep from falling over in a out-of-control aircraft; only someone who’s been trained in the Pilot skill can fly the airplane away from the grasping, howling thing that’s tearing at its hull.

Each skill is associated with a governing stat: INT, CHA, DEX, or STR. If you have a high INT, it’s easier for your agent to master INT-based skills. (See PURCHASING SKILLS on page XX.) Roll your skill or lower on a d100 to succeed at using the skill under dire circumstances. Skills improve through practice and experience.

**Common Skills and Restricted Skills:** All skills fall into two broad categories: *Common* and *Restricted*.

A common skill is an activity that can be attempted even if you don’t have no points in that skill. After all, most agents can drive even if few have the extensive training reflected in the Drive Auto skill. If the CO permits you to roll a common skill, your chance of success is the skill’s governing stat plus 10%.

A restricted skill is an activity that can’t ever be attempted unless you have points in the skill. These skills are the purview of trained individuals alone. After all, driving a car is one thing, attempting surgery without the Surgery skill is just not possible.

<table>
<thead>
<tr>
<th>Skill Rating</th>
<th>What the Rating Represents</th>
</tr>
</thead>
<tbody>
<tr>
<td>01% to 19%</td>
<td>Dabbler</td>
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<tr>
<td>20% to 29%</td>
<td>A dedicated hobbyist; with a foreign language you can have rudimentary conversations.</td>
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<tr>
<td>30% to 39%</td>
<td>College minor or basic training.</td>
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<tr>
<td>40% to 59%</td>
<td>College major or years of experience; with 50% in a foreign language you have native fluency.</td>
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<tr>
<td>60% to 79%</td>
<td>Decades of experience or a graduate or doctoral degree.</td>
</tr>
<tr>
<td>80% to 95%</td>
<td>A lifetime’s pursuit or multiple related doctorates.</td>
</tr>
</tbody>
</table>

**Skill List**

These are the most common skills found in agents. Each skill lists its associated stat (except Unnatural, which has no stat). **Restricted skills are in bold.**
<table>
<thead>
<tr>
<th>Based on INT</th>
<th>Based on CHA</th>
<th>Based on DEX</th>
<th>Based on STR</th>
<th>Other</th>
</tr>
</thead>
<tbody>
<tr>
<td>Accounting</td>
<td>Bureaucracy</td>
<td>Dodge</td>
<td>Climb</td>
<td>Unnatural</td>
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<tr>
<td>Alertness</td>
<td>Disguise</td>
<td>Drive Auto</td>
<td>Melee Weapons</td>
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<tr>
<td>Anthropology</td>
<td>Persuade</td>
<td>Drive Heavy Machine</td>
<td>Swim</td>
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<td>Archaeology</td>
<td>Social Art (Type)</td>
<td>Firearms</td>
<td>Unarmed Combat</td>
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<td>Artillery</td>
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<td>Heavy Weapons</td>
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<td>Computer Science</td>
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<td>Parachuting</td>
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<td>Craft (Type)</td>
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<td>Physical Art (Type)</td>
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<td>Criminology</td>
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<td>Pilot (Type)</td>
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<td>Cryptography</td>
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<td>Ride</td>
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<td>Demolitions</td>
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<td>SCUBA</td>
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<td>First Aid</td>
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<td>Stealth</td>
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<td>Foreign Language (Type)</td>
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<td>Surgery</td>
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<td>Forensics</td>
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<td>Medicine</td>
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<td>Science (Type)</td>
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<td>Tactics</td>
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</tbody>
</table>
ACCOUNTING (INT)
Common skill. The study of finances and business. Use it to sift through financial records for patterns and anomalies.

ALERTNESS (INT)
Common skill. Alertness detects danger. Use it to hear a safety being switched off; to understand the mumbling on the other side of the wall; to spot the tell-tale bulge of a pistol hidden under a jacket, or to notice threats trying to remain unobtrusive. You also use Alertness to catch someone who is trying to escape notice using Stealth.

ANTHROPOLOGY (INT)
Common skill. The study of living human cultures. Use it to examine moral and religious practices and beliefs, to understand customs and mores, and to identify (but not translate) obscure but still-spoken languages.

ARCHAEOLOGY (INT)
Restricted skill. The study of the physical remains of human cultures. Use it to analyze the way of life of a people from ruins, to determine the age of an artifact, to tell a genuine artifact from a fake, and to identify (but not translate) extinct human languages.

ARTILLERY (INT)
Restricted skill. Safe and accurate use of mortars, howitzers, tank cannons, and other heavy gunnery. Use it to destroy a hard target in battle.

BUREAUCRACY (CHA)
Common skill. Manipulating the rules and personalities that govern a large organization. Use it to locate and borrow supplies, convince an official to provide information, or gain credentials for access to a restricted area.

CLIMB (STR)
Common skill. Scaling a vertical surface quickly in a crisis. If you have plenty of time and the right equipment, you can climb without the deep training that the Climb skill represents. Use it for moments when only an expert could get up the surface in time.

COMPUTER SCIENCE (INT)
Restricted skill. Deep knowledge of computers, computer systems, and the programs that run them. Use it to recover erased or encrypted data, protect documents against easy access, implant software that lets you hijack a computer system, clone a phone’s SIM card, identify flaws in a security system, impersonate another user or falsify data.

CRAFT (TYPE) (INT)
Restricted skill. Making and repairing tools and structures. Use Craft (Electrician) to hotwire a vehicle, tap a phone or data line, or look for signs of electrical sabotage. Use Craft (Mechanic) to jury-rig a machine or get a broken engine working—or to sabotage one beyond repair. Use Craft (Locksmith) to open a lock without a key. Use Craft (Gunsmith) to repair a broken firearm. Each craft is a separate skill: Carpenter, Electrician, Gunsmith, Locksmith, Mechanic, Microelectronics, Plumber, etc.
CRIMINOLOGY (INT)
Common skill. The study of criminal behavior. Use it to predict criminal activity, deduce relationships between members of a conspiracy, analyze patterns of criminal activity, or examine witness statements.

CRYPTOGRAPHY (INT)
Common skill. The making and breaking of codes such as one-time pads and substitution cyphers. When combined with Computer Science it covers the encryption algorithms that ostensibly secure computer systems.

DEMOLITIONS (INT)
Restricted skill. Safe handling of explosives in a crisis. Use it to disarm a bomb, set a charge to destroy a target remotely, or analyze a blast to determine exactly what caused the damage.

DISGUISE (CHA)
Common skill. Alter your appearance, voice, posture, body language and mannerisms to avoid recognition or pose as someone else. If you pose as someone specific, anyone who knows that person can attempt an INT x 5 test to oppose your Disguise test and see through the disguise.

DODGE (DEX)
Common skill. Evading danger through instinct and reflexes. Use Dodge to avoid an attack that otherwise might hurt or kill you.

DRIVE AUTO (DEX)
Common skill. Handling a car, truck, or motorcycle safely in a crisis. Use it to keep a vehicle safe in a high-speed pursuit or on dangerous terrain.

DRIVE HEAVY MACHINE (DEX)
Common skill. Safe operation of a tractor, crane, bulldozer, tank, heavy truck, or other big machine in a crisis.

FIREARMS (DEX)
Common skill. Safe and accurate shooting with small arms in combat. Use it to hit a target despite the adrenaline, panic, revulsion, and shock of violence interfering with your hand-eye coordination.

FIRST AID (INT)
Common skill. The initial treatment and stabilization of injuries. Use it to prevent further trauma when a character loses Hit Points. (See HEALING on page XX.)

FOREIGN LANGUAGE (INT)
Restricted skill. Fluency in another language. Each foreign language is a distinct skill. Having 20% is enough to have halting conversations; at 50% you speak like a native.
FORENSICS (INT)
Restrict skill. Gathering detailed information and evidence from a crime scene. Use it to collect and analyze fingerprints and DNA samples, record biometric data, or sift for crucial clues. Use Forensics to find an object that was hidden with the Stealth skill.

HEAVY WEAPONS (DEX)
Restrict skill. Safe and accurate use of man-portable heavy ordnance such as machine guns and rocket launchers. Use Heavy Weapons to suppress enemies, or destroy a vehicle in combat.

HISTORY (INT)
Common skill. Uncovering obscure facts and theories about human history. Use it to remember or find a key fact about a human culture, recognize an obscure reference, or comb a database for information that nobody without training could find.

LAW (INT)
Restrict skill. Using laws and courts to your advantage. Use it to get your way in court, to know or determine the correct procedures for handling evidence in a prosecution or a civil case, and to assess and minimize legal risks.

MEDICINE (INT)
Restrict skill. The study and treatment of injury and illness. Use it to diagnose the cause of an injury, disease, or poisoning, to identify medical abnormalities, and to prescribe proper long-term care for a patient. (See HEALING on page XX.)

MELEE WEAPONS (STR)
Common skill. Lethal use of melee weapons in combat. Use it to hurt or kill an opponent with a weapon (knife, axe, club, etc.) instead of just posturing and threatening.

NAVIGATE (INT)
Common skill. Finding your way with maps, charts and tables, orienteering, instruments, or dead reckoning.

OCCULT (INT)
Common skill. The study of the supernatural as understood by human practices and traditions, including things like conspiracy theories and cryptozoology. This may encompass elements of the truly unnatural without realizing their true significance. Use it to examine and deduce the intent of a ritual or to identify occult traditions, groups, grimoires, tools, symbols, and legends.

PARACHUTING (DEX)
Restrict skill. The use of a parachute in a crisis. If conditions are well controlled, just having 20% in the skill is enough to use a parachute and land safely. A skill test lets you land safely despite bad conditions. Failure typically means taking 1D6 HP damage from impact; a fumble means almost certain death from a failed chute.
**PATHOLOGY (INT)**

*Restricted skill.* The study of death. By examining a corpse, insects in it, and the scene of death, you can identify the cause of death, the approximate time of death, the nature of the weapon used to kill the victim, the presence of toxins and disease, the victim’s last meal, and so on.

**PERSUADE (CHA)**

*Common skill.* Changing another character’s decision or desire. Use it to get your way when mere Charisma isn’t enough. Having this skill also means you know how to resist persuasion and interrogation because you know the techniques and you can use them against your interrogators.

**PHARMACY (INT)**

*Restricted skill.* Knowledge of drugs, from their ingredients and creation to their effects, uses, and misuses. Use it to identify medicines and antitoxins—and the drugs needed to counter them.

**PHYSICAL ART (TYPE) (DEX)**

*Restricted skill.* Expertise at performing an inspiring work that requires coordination and deftness. Also encompasses knowledge of techniques and trends in your field, and the ability to tell a particular creator’s real work. Each art is a separate skill: Dance, Flute, Guitar, Sculpture, Violin, etc.

**PILOT (TYPE) (DEX)**

*Restricted skill.* Piloting, navigating and captaining waterborne, airborne or aerospace vehicles. Use it to keep a vessel safe in a crisis, such as through a storm or in a dangerous pursuit. Each type of vessel is a separate skill: Airplane, Drone, Helicopter, Small Boat, Ship, Space Shuttle, etc.

**PSYCHOLOGY (INT)**

*Common skill.* The study of human behavior and body language. Use it to recognize signs of dishonesty or mental illness in an interview subject, to gauge attitude, mood and intentions through nonverbal cues, to calm and reassure someone, or to examine motives and patterns of behavior. Deliberate obfuscation allows the subject a Persuade test to oppose your Psychology test.

**PSYCHOTHERAPY (INT)**

*Common skill.* The treatment of mental illness. Use it to help a patient recover from a trauma, to relieve the symptoms of insanity, and to treat insanity in the long term.

**RIDE (DEX)**

*Common skill.* Safely handling, training, and riding an animal—horses, donkeys, camels, whatever you need to use. Use it to keep safe on an animal in a crisis and to keep riding animals safe, calm and healthy.

**SCIENCE (TYPE) (INT)**

*Common skill.* The study of the processes of the natural world. Use it to remember or find a key fact about the the way the universe works—or at least, the way it’s supposed to work. Each science is a separate skill: Astronomy, Biology, Botany, Chemistry, Genetics, Geology, Mathematics, Meteorology, Physics, Planetology, Zoology, etc.
**SCUBA (DEX)**

**Restricted skill.** The use of artificial breathing apparatus underwater. In well-controlled conditions, SCUBA at 20% allows you to dive safely. A SCUBA skill test allows you to remain safe in a dangerous crisis, such as having to share or repair your oxygen feed.

**SOCIAL ART (TYPE) (CHA)**

**Common skill.** Expertise at performing a work that can sway emotions and opinions. Also encompasses knowledge of techniques and trends in your field, and the ability tell a particular creator’s real work. Each art is a separate skill: Acting, Creative Writing, Forgery, Painting, Poetry, Scriptwriting, Singing, etc.

**STEALTH (DEX)**

**Common skill.** Concealing your presence or activities. Use it to hide a pistol; camouflage a position; pickpocket a small object; move silently; follow someone for a short distance without being seen; or to blend into a crowd. A successful Stealth roll can be detected only by an opposing Alertness roll (See OPPOSING TESTS on page XX.)

**SURGERY (DEX)**

**Restricted skill.** The treatment of injury or correction of an abnormality using invasive means. (See HEALING on page XX.)

**SURVIVAL (TYPE) (INT)**

**Common skill.** Planning an expedition and thriving in the wild. Use it to find or hunt food, water, and shelter, to recognize when fauna, flora, are behaving strangely, or to use the environment to gather information. Each type is a separate skill: Desert, Jungle, Forest, Arctic.

**SWIM (STR)**

**Common skill.** Most agents know how to swim. Use the Swim skill in a crisis that demands an expert: swimming a long distance in choppy water, keeping a friend from drowning, getting to a boat before the tentacled thing below gets to you, and so on.

**TACTICS (INT)**

**Restricted skill.** Knowledge of military techniques, traditions, culture, and regulations. Use it to identify threats in a battlefield, find information, gather assets, manipulate human and physical terrain, recognize weaknesses in a fortification or position, deduce the training level of a soldier or unit, reconstruct the events of a battle, and deploy forces advantageously in combat.

**THROW (DEX)**

**Common skill.** Anyone can throw things. With the Throw skill you can throw a handheld object with precision and accuracy in a crisis. It also governs catching things. Use it to hit a target with the sharp end of a thrown knife or axe, to hurl a bundle of rope to your friend at the top of the cliff, or to put a grenade or flashbang exactly on target—for to catch a grenade in mid-air so you can throw it back.

**TRACK (INT)**

**Common skill.** Follow the trail of a person, animal or vehicle over soft earth and in the wild, and discern useful facts about the subject from the trail he, she, or it leaves behind. It’s no good at night or on hard ground without proper equipment.
UNARMED COMBAT (STR)
Common skill. Self-defense. Use it to hurt or kill an opponent with your bare hands, feet or head.

UNNATURAL (N/A)
Restricted skill. Knowledge of the fundamental, mind-rending truths of the universe. Use it to remember, recognize, or research facts about the things humans consider unnatural. This goes far beyond the occult, insomuch as Unnatural represents things that are real. Having points in the Unnatural skill reduces your maximum possible SAN (see DESTROYING THE UNNATURAL on page XX).

USING SKILLS IN THE GAME
Most of the time you don't need to roll to use a skill; the CO just needs to know how high your rating is. Landing an airplane when things are calm simply requires a certain amount in the Pilot skill.

You only roll percentile dice to test a skill when there's a crisis and failure will be painful or when the CO says so. With a 20% skill, roll 20 or lower on d100 to succeed. The higher the skill rating, the better your chance at success. A high skill means you can consistently perform well even when things are out of control.

USING LANGUAGE SKILLS
It is rare to roll your native language. If exceptional circumstances warrant a roll—maybe you struggle to understand a rare dialect or accent—it’s an INT × 5 test.

Likewise, you don’t roll a Foreign Language skill unless the CO says the situation is exceptionally difficult. The skill rating determines the complexity of the information you can comprehend and convey. At 50% skill you have native fluency. The farther you are below 50%, the more time and patience it takes to communicate.

FINDING INFORMATION
The Alertness skill is used to recognize the signs of danger. Finding crucial information is a different challenge which usually doesn’t require a roll. It’s not about luck, it’s about using the right skill and looking in the right place or asking the right questions. That’s a roleplaying challenge, not a skill roll. If you have the right skill but it’s not high enough, you can probably tell you’re on to something but need an expert to figure it out.

The CO determines if a roll to find information is necessary, and it should only be used when there’s some disastrous consequence for failure. (See WHEN TO ROLL on page XX.)

SEARCHING A SCENE: Finding a piece of evidence often requires only diligence; requiring only the description of a thorough search. If it does require special expertise (like, say, taking fingerprints or a blood sample), or if it was hidden by someone using the Stealth skill, it might require a Forensics or Alertness skill roll.

LABORATORY EXAMINATION: Examining a biological specimen uses Science (Biology). Comparing DNA samples uses Forensics. Examining a strange energy signature uses Science (Geology) or Science (Physics). Diagnosing the cause of death in a corpse uses Pathology. The more obscure or subtle the clue, the higher the level of skill you must have to figure it out.
**RESEARCH:** There’s no designated skill for library use. Whether you’re sifting through microfilm or a database, look to the particular skill and type that’s involved. If you’re combing recent news archives in the library or online, it may need a certain amount of INT but no skill. If you’re looking in archives, use History. If you’re searching witness statements use Criminology. If you’re looking for a hidden bank account, use Accounting. If you’re studying equations, use Science (Mathematics). If you’re reading a forbidden tome that holds elements of supernatural truth, use Unnatural.

**INTERROGATION:** Getting information from an unwilling subject, or interviewing a cooperative subject while hiding what you’re really after, requires the Persuade skill. Psychology can gauge the subject’s reliability and honesty, and can tell you the subject’s mood based on body language and vocal cues. If the subject is especially stubborn, see EXTENDED EXAMPLE: INTERROGATION on page XX.

**Fighting and Fleeing**

To attack someone, use the skill for your weapon: Firearms, Melee Weapons, Unarmed Combat, etc. To escape an attack, roll Dodge. To run for your life or catch up, roll STR×5 for a hard sprint, or CON×5 for a long run that requires endurance, or DEX×5 to keep your footing on treacherous ground. See the COMBAT chapter on page XX for details.

**Covering It Up**

Use Psychotherapy to talk your partner down when insanity begins to take over. Use Forensics to clean the scene of potentially incriminating evidence. Use Persuade to trick the witness into thinking what she saw was innocuous. Use Bureaucracy to keep the hospital from delving too deeply into the source of your injuries. Use Psychology to gauge whether your significant other believes your lies this time around.

**Improving Skills**

We learn more from mistakes than from triumphs. Skill improve from attempting to roll the skill in gameplay and failing.

Next to every skill on the character sheet is a check box. If the CO asks you to roll to use a skill and you fail, put a check in the box. At the end of every session, add 1 percentile to every skill that has a check next to it and erase that check. No skill can be higher than 95%.

If you attempt to use a common skill despite having no points in it, failure doesn’t garner you a check. Gaining an entirely new skill requires special training between missions. See VIGNETTES: THE AGENT AT HOME on page XX of the Case Officer’s Handbook for details.

**Detailed Description: Bonds**

Bonds measure your agent’s relationships with the vital people in his or her life: friends, loved ones, and family members. A Bond can grant a bonus to a Sanity test or a chance to suppress the effects of indefinite insanity. (See FOCUSING ON BONDS on page XX). Your profession determines how many Bonds you start with. The more trying the profession, the less chances you have to make lasting Bonds.

Each Bond begins with a score equal to your agent’s CHA. Bonds’s scores deteriorate because of your involvement in Delta Green. A Bond sometimes increases if it is cultivated. Bonds can never have a score higher than your CHA.
DEFINING BONDS

Name each Bond to give it context: “My Wife.” “My Husband and Kids.” “The Platoon.” “My Ex-Partner in the LAPD.” A Bond must be a real person or small group of people in your agent’s life who are alive and can be interacted with. It’s not abstract. It indicates specific people who are important to your agent and who depend on your agent.

BONDS WITH GROUPS OR INDIVIDUALS

Whether a Bond is a person or a group of people, a single number applies. If a Bond with a group drops, your relationship with each member of that group has deteriorated. And if anything happens to one member of the group to damage the Bond, that damage applies to the rest of the group as well.

A Bond with an individual is vulnerable in its own way. A Bond with an individual is destroyed if they are killed or the Bond hits 0. A Bond covering a group of people can’t be destroyed unless every member dies or the Bond score drops to 0.

TESTING BONDS

Sometimes your agent must test a Bond by rolling against their Sanity. That usually happens because of a crisis in the relationship—and since it’s happening in play, it’s probably a crisis caused by the agent’s involvement in Delta Green. Success boosts the Bond by 1 (up to the agent’s CHA). Failure reduces the Bond by 1.

BROKEN BONDS

When a Bond deteriorates, a relationship becomes strained. Exactly what shape that takes in play is up to you and the CO (playing the NPCs).

Bonds sometimes fall apart because of events beyond your control. Your husband might leave for another woman. One of the members of your platoon might be killed. Your partner in Delta Green could go insane. If the disaster permanently removes the subject of the Bond from play, it is simply gone. If the Bond is somehow compromised but not permanently gone (say, your partner is in a coma), that reduces the Bond’s value by 1D6. When a Bond falls to 0, the relationship has imploded beyond repair.

If you lose a Bond, cross it off. If you want to regain a Bond with that character or group you have to build it from scratch (see VIGNETTES: THE AGENT AT HOME on page XX of the Case Officer’s Handbook for details). But don’t erase the ruined Bond. After all, there’s no forgetting a vital relationship that went bad.

Example: As a computer scientist, Louis’ agent has four Bonds. They are his fiancée; a young son that he had in a prior relationship; the platoon he served with in the Army; and a small group of crackers and programmers that have remained extremely close since childhood. His CHA is 10, so each Bond starts with a score of 10.

A SPECIAL BOND: DELTA GREEN

Powerful Bonds form between people who have to look out for each other to survive. Only fellow veterans can understand what you’ve done and suffered.

During the course of the game, each time someone in your Delta Green team undergoes a catastrophic trauma—suffers temporary insanity, gains a new indefinite insanity, is incapacitated by injuries, etc.—you must make a Sanity test. If it succeeds, there’s no further effect. If it fails, you gain a
new Bond called “Delta Green” at a value equal to half your CHA and you immediately lose 1D3 points from every other Bond. The Bond with Delta Green represents the immediate members of your Delta Green team—just your teammates. List them by name next to the Bond.

If you already have Delta Green as a Bond when someone on the team suffers a catastrophic trauma, you still must make a Sanity roll to test the Bond’s strength. If it fails, subtract 1 from the Bond. If it succeeds, add 1D3 to the Bond (up to your CHA as a maximum) and subtract 1 from every other Bond. A newcomer becomes fully part of your Bond with Delta Green Bond as soon as he or she is around when some catastrophic trauma strikes the team.

**Example:** On Louis’ agent’s first mission, one of his teammates is killed. Louis must make a Sanity test to see if he forms a new Bond with his fellow Delta Green survivors. The Sanity test fails, so he loses 1D3 points from each of his other Bonds. His Bond with his fiancée drops from 10 to 7; his Bond with his young son drops from 10 to 8; his Bond with his old platoon drops from 10 to 9; and his Bond with his programmer friends drops from 10 to 8. He gains a new Bond with Delta Green with a value of 5 (half his CHA of 10).

### Detailed Description: Finishing Up

Stats, attributes, skills and bonds can be confusing the first time you create an agent. Don’t obsess over the numbers. Engaging with your agent as a character, not as a tool to “win” the game, is what makes the terrifying catastrophes of Delta Green matter.

To flesh out some details and make the agent engaging, write the following notes on the character sheet:

- The agent’s name.
- The agent’s appearance and personality.
- Something you dislike about them
- Something you admire about them

**Example:** Louis’ agent’s name is Yusuf Massim. Looking at his stats, Louis says Massim is a thin, tall, gaunt fellow with an iron stomach who never gets sick. He works in the Cyberterror Division of the Department of Homeland Security as a computer specialist (his profession). After some thought, Louis decides he dislikes Massim’s disconnection from his parents; he decides the agent cast his family aside for his career. Thinking up something he might admire, Louis says Massim is willing to stand up to any threat to protect his country.

### How You Got Here

When you create a new agent, you don’t need to describe exactly what happened to bring him or her into Delta Green. But we do know that Delta Green comes to your agent for help. And we know that’s because someone in Delta Green thinks your agent can be trusted to confront unnatural threats. So you should come up with a general sense of the answers to two key questions:

- Why does Delta Green ask your agent for help?
- And why does your agent agree to help?
When we first started wearing the mask, it was a small thing. Something between two friends. OK, more than friends. Whatever. We loved each other. But it was a joke. Something funny. Put the mask on, stalk around the house not speaking to the other. Do the laundry in it.

Take a shower in it. Silent.

Where did the mask come from? I couldn't tell you. I didn't start asking until after. Why ask? When it showed up, it was fun. Not a big deal. Something to take the edge off.

We weren't supposed to be seeing each other, you see. A-Cell knew, but we didn't care. Anyway, when it did go bad, it fell to shit very quickly. Why else would I be here, right? Lucky to be alive. Yup.

There was a time when she tied me up while wearing the mask. Tied me up and made me lie there on the floor while she paced, naked, with a knife. I'm not going to lie, I liked it. I thought it was great, until the first cut.

Three hundred and forty stitches and nine hours of surgery later, here I am. Alive. She's gone. They found the mask in a sewer pipe a mile from the house. That's good, right? Maybe I'll see her again. Maybe she's still near.

My face is almost there, they say. Soon. Soon it'll be close to normal.

But it'll never as smooth as that mask.
THE GAME

Delta Green is about cover-ups, insanity and death. The world is a lie. Beneath it, things squirm, struggling to punch through and raze everything. Once you see the outline beneath reality, it cannot be unseen.

Welcome to the truth.

That's what the dice are for: to stand for an indifferent universe where fear, courage and hope matter less than an atom in an ocean of stars. Still, you fight. For your family, your friends, your way of life. You fight to live one more day.

Here's how the game works.

USING SKILLS

Delta Green’s rules focus on skills. The player decides what their agent attempts to do, the CO determines what skill to roll. If the CO tells you roll for it, it's a skill test. The dice determine success or failure. If the CO says a roll isn’t needed, the skill rating itself can determine success or failure.

Skill tests use percentile dice. Roll two ten-sided dice to get a number from 01 to 00 (meaning 1 to 100). If you roll your skill test rating or lower, you succeed; if you roll higher you fail.

WHEN TO ROLL FOR A TEST

The most important rule of the game is this: The CO determines if, when, and what you roll.

There are three indicators you might be required to roll a skill test:

There Are Serious Consequences: Testing a skill means you're attempting something with serious consequences. A roll is never trivial. Something serious will happen if you fail. If the consequences aren’t serious, the CO simply describes the outcome without rolling.

It Is Difficult: A skill test means the agent is attempting something difficult. After all, even an expert in a skill might have only a 60% or 70% rating, and most characters have to get by with less than that. A skill test is for a situation when even an expert has a chance of failure.

It Is Unpredictable: Having to roll could mean the situation is out of control, implying a crisis where even a world-class expert has a chance to fail.

ONE ROLL PER TASK

Let’s say a group of agents is searching the cult leader’s office. Who makes the roll to spot the tripwire? The CO selects the agent with a skill that would understand how to set a tripwire to roll. If others help, that can give a bonus (see BONUSES, page XX). But, in the end, only one agent rolls for the group.

USING A SKILL WITHOUT ROLLING

Often, an operation begins with the agents carefully researching, interviewing and investigating the case. This usually calls for skills of a certain level but not for rolling any dice. When the investigation leads to a crisis, that’s when you roll dice.

If the CO decides you don’t roll, it comes down to what you’re trying to do and how high the relevant skill is. If the fact is common knowledge in your profession, or can be found with a little research, you might be able to get it just by expending the effort. If it requires special knowledge, you may need a certain amount of a skill. See WHAT THE RATING REPRESENTS on page XX for guidelines.
If you don’t have the skill

If you don’t have any points in the skill, you might be out of luck. If it’s a common skill, you can at least attempt to use it. Your chance equals the skill’s stat plus 10%. (So if it’s a DEX-based skill and your DEX is 12, you have a 22% chance.) If it’s a restricted skill, you can’t even make the attempt. See Detailed Description: Skills on page XX for details.

Stat Tests: When No Skill Applies

If you’re trying to do something difficult enough that it demands a roll, but no skill covers the situation, the CO might have you make a stat test instead. A stat test is the relevant stat \(\times 5\). (So with a STR of 11, your STR test is at 55%.)

\(\text{STR} \times 5\) is rolled if the challenge requires physical power, \(\text{CON} \times 5\) if it requires physical endurance, \(\text{DEX} \times 5\) if it requires agility, \(\text{INT} \times 5\) if it requires attention to detail, \(\text{POW} \times 5\) if it requires mental resilience, \(\text{CHA} \times 5\) if it requires charm. (See Detailed Description: Statistics on page XX.)

Success and Failure

There are four outcomes possible on any roll. From best to worst they are: Critical Success, Success, Failure, or Fumble. Ordinary success and failure are most common. Critical successes and fumbles represent exceptionally good or terrible outcomes.

Critical Success

A critical success is a roll of 01 to 05. It automatically succeeds and exceeds all expectations. A critical success is twice as good as an ordinary success. In combat, for instance, a critical success means double damage.

Success

A success is a roll that’s equal to or less than the test chance. With a success, you accomplish what you set out to achieve.

Failure

A failure is a roll that’s higher than the test chance. It means you fail to achieve what you wanted—or in some cases, you might achieve what you want but only at an unpleasant cost (see Costs of Failure on page XX). Exactly which version of failure applies—do you fail outright? do you succeed after all but at a hard cost? do you fail and suffer some hard cost?—depends on the circumstances and is up to the CO.

Failure means success but with a cost: This is most likely if the agents have done a lot of work to prepare for the test and have time to keep trying. Rather than repeat the attempt until they succeed, let them succeed after all but with the appropriate cost in exhaustion or injury.

Failure simply means failure: If the agents have one chance to get it right, and the roll fails, then the test is over and they have to cope with the consequences of blowing it.

Failure means failure and has a cost: This should come up only if the agents not only have just one chance to get the test right, but they’re under such pressure that they’re likely to be more exhausted or hurt than if they hadn’t bothered at all. That shouldn’t be the case with every attempted skill test. Usually it means they’re especially desperate and ill-prepared.
A fumble is a roll of 96 to 100. It is automatically a failure with catastrophic consequences. In a car chase, a fumble might mean you wreck your car. The fallout from such complications is up to the CO to determine.

Costs of Failure

The penalty that comes from a fumbled or failed test is anything the CO wants. Here are some examples.

- **Physical Harm**: Lose 1D6 HP or temporarily lose 1D3 STR, CON, or DEX.
- **Emotional Burnout**: Lose 1D6 Willpower or temporarily lose 1D3 INT, POW, or CHA.
- **Mental Shock**: Lose 0/1 SAN.
- **Alienation**: Lose 1D3 from a Bond or enrage an important NPC.
- **Fatigue**: Immediately become fatigued, or exhausted if you’re already fatigued.
- **Distraction**: Suffer a -10% penalty to all tests for a short time.
- **Lose or Break an Important Tool**: -20% to a particular skill, or you’re simply unable to accomplish something important until you replace the tool.

Time Required

In an investigation speed counts. The CO determines how long it takes to perform an action. This is a list of common time scales.

- **Turns**: It takes a few combat turns (see THE TURN on page XX) or, at most, sixty seconds. Combat, some skill tests and most stat tests are resolved in turns.
- **Minutes**: It takes a few minutes. You can’t do it in combat, but otherwise you can get through it rapidly. Many skill tests are resolved in minutes.
- **Hours**: It takes an hour or a few hours. Some skill tests take hours.
- **Days**: It takes a day or more. Some extended skill tests, requiring multiple tests, take days.
- **Long-Term**: Efforts that take place outside normal gameplay, like research and training, fit here. It could be a week, a month, or years. It’s up to the CO.

Opposed Tests

An opposed test is when a rolled test tries to interfere with another rolled test. This might be an agent trying to outlast a poison with CON×5; a degenerate cultist trying to wrestle a sacrificial victim to the ground in opposed Unarmed Combat tests; an agent’s Dodge test trying to escape an alien monstrosity’s attack roll. Opposed tests are difficult. Not only must you succeed, but you must overcome the opposition as well.

To oppose another roll, make a skill or stat test of your own in a way that interferes with the other roll. In most cases stats can’t oppose skills, which reflect more in-depth training and expertise. But the CO always has discretion over whether your skill or stat can oppose the other roll.
Most tests are resolved with a success or failure but some might need more than one roll. If you’re fleeing the police, you may need multiple Driving tests to escape. Failure in an extended test always comes with a penalty (see THE COSTS OF FAILURE on page XX).

If the CO requires two successes, it’s a tough challenge. Requiring three successes or more makes it appallingly hard.

As a rule of thumb, a challenge should call for either opposed tests or extended tests. It shouldn’t call for both unless it’s supposed to be extremely difficult and dangerous.

### Extended Test Example: Surveillance or Research

You’re eavesdropping on a subject, intercepting his email to gather intelligence before you arrest him. The CO might call for two or even three tests using skills such as Stealth to place listening devices unobserved, Alertness to be listening at just the right moment, Computer Science to crack data, and so on. Or in a research project you may need to roll Foreign Language to translate a rare text, Forensics to sift the clues, or Occult to recognize esoteric symbols. Each success provides another piece of information. Succeed once for the basics; succeed again for critical details; succeed a third time to gain a substantial advantage in the confrontation to come. Failure at any point could give misleading information.

### Extended Test Example: Pursuit

You’re fleeing an alien monstrosity through a sprawl of ruins. The monster is fast, so only someone with stamina and speed has a chance. Worse, the ruins are so large one success isn’t enough. You must succeed at a DEX×5 test (representing nimbleness), a STR×5 test (for raw speed), and a CON×5 test (for stamina). Succeed with all three and you escape. Each failure means you’re closer to being caught: you might lose WP or SAN from terror and mental exhaustion, or HP from stumbling and cracking your head, or maybe you become fatigued. But only a success at all three will save you.

### Extended Example: Interrogation

An interrogator rolls Persuade to convince an unwilling subject to give information. If the Persuade roll succeeds, the subject can attempt a Persuade roll to oppose it. If that fails, the subject must spend 1D6 WP to stubbornly stand his or her ground. A subject who runs out of WP breaks down and cooperates after all. (See RUNNING OUT OF WILLPOWER on page XX.) Typically each Persuade attempt takes a few hours.
EXTENDED TEST EXAMPLE: TORTURE

An interrogator can use torture to gain a +20% bonus to the Persuade test. The victim must make a CON test. If it succeeds, the victim loses 1D3 HP. If the CON test fails, the victim loses 2D3 HP. First Aid can alleviate the damage in order to keep the victim alive longer. (See HEALING on page XX.) Both the victim and the torturer face SAN loss every time the interrogator rolls Persuade using "enhanced interrogation" (see SANITY on page XX). And torture victims tend to say whatever they think will end the pain, and sometimes they even convince themselves that it's true. The CO always gets the final word on whether torture yields information worth having.
He was smiling when I shot him in the face. A neat little black gap appeared just over his mouth but beneath his nose, like a hole poked through a mask, and his head spat out a gout of red and pink all over the wall behind him. It slid down the bricks like a slug. This all seemed to happen very, very slowly.

He slid a little bit to the side, head drooping, eyes open but glazed, but he didn’t fall. It was over.

I felt the movement of air and turned to find the coffee house suddenly empty. The pistol looked huge, comedic almost, smoking in my hand. I spun, waving it around, shouting.

The woman behind the counter had covered her ears, fingers lost in dreadlocks, and then dropped out of sight. I shouted things I couldn’t hear because my ears were shrieking. Don’t move, I think I said. Don’t look. Don’t.

I crouched and snatched up the doll which had dropped to the ground from his dead hand. It was rough-made. Straw with pin-eyes and a ragged jacket. A straw woman in a sport coat, as made by a poor child in some third-world hellhole. A little sport coat made of tan suede.

Just like the patch I found missing from my tan suede jacket last month, when the dreams began.

Have you ever dreamed about killing, skinning and eating your child? Because I have. I’ve dreamed it every day since that break-in. I dream it whenever I close my eyes.

I lifted the barrel and shot him one more time, and the empty meat jumped. The body slid out of the booth, wiggling, and flopped to the ground.

“FUCK YOU,” I yelled, and heard only the bass in my head over the tinny shriek of the gunfire.

I wiped my mouth with my sleeve, smelling gun smoke, and was suddenly stung by something small and hard spattering my face. A pock-marked hole had appeared in the brick wall kicking up dust. Then another one. Higher, small and circular, with the curly cue of a cloud of dust swirling from it.

Then I heard CLAP CLAP CLAP. Little faraway sounds.

The cop looked like a pop-up target, hunched in the door, pistol out in front of him smoking and spitting a lick of flame with each shot.

I shot the window above his head and it exploded and the fat cop stumbled backwards out the door and fell to the ground outside.

“I DON’T WANT TO KILL YOU!” I screamed, and then moved through the back of the kitchen before a terrible thought struck me. I froze, gun dangling, looking at some stupid hippy shit in the sink.

What if the dreams don’t stop? What if. What if. What.
A serious fight, where people are trying to really kill each other, is chaotic, frightening, and fast. That’s what these rules represent. Being skilled, having better weaponry, or being in a superior position can help, but there’s always the inescapable randomness of combat which can claim even the most skilled combatants’ life.

Lovecraft’s fiction presaged humanity’s urge to reduce any confrontation with the unnatural to base combat. “The Shadow Over Innsmouth” features a massive military assault on a U.S. town. The artist in “Pickman’s Model” blazes away with a revolver when the ghouls come. In “The Call of Cthulhu”, Inspector Legrasse leads a raid on a Cthulhu cult that turns into a pitched battle. Johansen on the Alert rams his ship through Cthulhu itself.

The only thing that has changed between Lovecraft’s day and ours is mankind’s certainty in its own power. We are more effective at killing now, but only at killing one another.

Humanity’s advances in weaponry are as ridiculous to the unnatural forces that control the universe as an ant wielding a pebble is to the bulldozer razing the field the ant hill stands in. Combat rarely resolves any unnatural threat.

Delta Green fights on.

The Turn

All combat is measured in turns. A turn is a few seconds, as long as it takes everyone in a combat to complete a single action.

The CO counts down by DEX for all characters, from the highest to lowest. Each character acts when his or her number comes up. If DEX scores tie, the actions occur at the same time, or, by whomever has the highest skill. As always, the CO decides what is rolled and when.

During a turn, an agent can attempt one of the following actions:

AIM: Sacrifice an action for one or two turns of aiming any particular attack. This gives you +10% to the eventual attack after one turn or +20% after two turns. Aiming requires no roll. When the turn comes for your attack, you act first in DEX order and gain the aiming bonus. After you attack, or if you suffer any damage before you attack, the aiming bonus is lost.

ATTACK: An "attack" encompasses anything from firing an anti-tank missile to throwing a punch. The "standard" attack (ranged or hand-to-hand) is a skill test to see if you inflict damage on a target, based on whatever weapon you’re using. (Even if you succeed, the target might somehow elude harm due to protection or movement.)

CALLED SHOT: A called shot is an attack to a particular portion of a target’s body (the head, the hand, the leg). A called shot allows you to shoot someone in the leg to avoid body armor, or roll a grenade just far enough to bypass cover which might be protecting a target. A called shot is -40% to the skill roll due to the difficulty of being precise in the furor of combat.

DISARM: An attempt to remove or knock away an object from the target’s control using the Unarmed Combat skill. This is possible only if you have both hands free and are in hand-to-hand range. The
target automatically gets an Unarmed Combat roll—which doesn’t require an action—to oppose the disarm attempt. If you win, the target drops whatever you’re trying to make them drop.

**DODGE**: This is a Dodge skill test to get out of the way when a hand-to-hand or melee attack is coming at you. This is an opposed test pitting your Dodge skill against the attack roll. If your roll overcomes the attack roll, you avoid harm. There are three requirements:

- An attack must be incoming.
- The attack must be slow enough to react to. *You can’t Dodge gunfire or explosions.*
- You cannot have acted already in that turn.

You can attempt to Dodge even if it’s not yet your turn to act in DEX order—as long as it fits the above requirements. If you do this, your dodge becomes your action for that turn.

**ESCAPE**: A roll to escape from being pinned. This is an opposed roll (usually STR×5 opposed by your opponent’s STR×5, or Unarmed Combat opposed by your opponent’s Unarmed Combat). Success means you escape and can act next turn. Fail and remain pinned.

**FIGHT BACK**: If someone attacks you with a hand-to-hand or melee weapon, you can fight back with an opposing test. *This cannot be used against ranged or explosive attacks.* You can attempt to fight back even if it’s not yet your turn to act in DEX order because you’re reacting to an attack. If you do this, fighting back becomes your action for that turn. If your roll beats the attack roll, you take no damage but inflict damage on your attacker.

**FREE ACTION**: Drink a test-tube full of a glowing liquid, throw open an unlocked door, hit ENTER on a keyboard, grab a rope, reload a gun, stand up from a prone position. A free action is nearly anything that doesn’t require a roll to achieve.

**MOVE**: An action that moves you a significant distance. Can you get from here to there in one turn? Ask the CO. As a rule of thumb it’s about 10 meters jogging, 20 meters running, or 30 meters sprinting.

Usually no roll is needed, but sometimes you may need to make a DEX×5 test to keep your footing, especially if you’re running or sprinting. If you fail, you fall prone and must spend a turn getting up.

If there’s a source of cover at the end of your move, getting behind it elevates you from “Exposed” to “Armored” (see PROTECTION IN COMBAT on page XX). This can give you protection against firearms and explosives—if you’re already behind cover when the attack happens.

**PIN**: An attempt to grapple and immobilize a target, either on the ground or up against something, using Unarmed Combat. This is possible only if you have both hands free and are in hand-to-hand range. The target automatically gets an opposing Unarmed Combat roll, which does not count as an action, to prevent the pin. If you win, the target is pinned.

Hand-to-hand attacks against a pinned target are at +10%, and any hand-to-hand attack against a pinned target can be a called shot without the usual penalty.

A pinned target can try to escape once per turn (see the ESCAPE action on page XX) but can do nothing else.

**WAIT**: You can choose to wait to take any action even after your DEX order comes up. At any time lower than your DEX, you can insert your action before the next action in order.
MULTIPLE ACTIONS

An agent can make a single action per turn. If you’re using a weapon like a submachine gun or a rocket launcher, you might hit multiple targets, or one target multiple times, with a single roll (see KILL DAMAGE on page XX). But it’s always just one action per turn.

If this seems counterintuitive (“a good boxer can throw three jabs a second!”) don’t think of every roll as one attack. After all, you don’t roll to brake and to turn the car with a Driving roll. A single Unarmed Combat roll bundles a series of attempts into one attack.

RANGED COMBAT

In the modern era, ranged combat means guns (and sometimes, explosives). Bullets are too fast to see. If someone shoots you, it’s a static roll. If the attacker’s skill roll succeeds, you’re hit. If you want to avoid getting shot, get behind cover. This is why people become nervous when guns come out.

What if it’s a thrown weapon or an arrow? If it’s slow enough that you can see it coming, you can try to Dodge it. The CO decides what can and can’t be seen.

HAND-TO-HAND COMBAT

Hand-to-hand combat is usually a set of opposed actions. The attacker rolls to hit the target and (most of the time) the target opposes the roll by fighting back. Whoever wins the exchange does damage.

When two or more fighters gang up on one, each must beat the target’s single roll to inflict damage. The outnumbered fighter can only damage one target at a time. (See OPPOSED TESTS on page XX for details.)

Example: Agent Daryl, with 55% in Unarmed Combat, faces two knife-wielding cultists who have have Melee Weapons skills of 40%. Daryl attacks one with a roll of 37. That cultist fights back as a reaction and rolls 43, failing. He takes damage. The other cultist attacks and rolls 17, succeeding—but that’s less than Daryl’s roll, so the knife misses Daryl.

CRITICALS AND FUMBLES IN COMBAT

An attack roll of 01 to 05 is a critical hit. A critical hit inflicts double damage.

Example: Agent Daryl fires his AK-47 at a cultist on single fire. His skill is 44%, and he rolls 02: a Critical! Normally he would inflict 1D12 damage, but for a critical hit it’s doubled. He rolls a 7 and inflicts 14 HP damage.

FUMBLES: An attack roll that comes up 96 to 100 is a fumble. A firearm might misfire, requiring 1D4 turns to clear the weapon. Or maybe you hit a bystander who was in the way, temporarily lose 1D3 STR from pulling a muscle, drop your weapon, fall flat on your face, or twist an ankle and move at half speed for a few days. The exact outcome depends on the circumstances and the creativity of the CO.

Example: On the next shot, Agent Daryl fires his AK-47 at the thing in the pit. He rolls a 99—a fumble! The CO declares a jam and Daryl rolls 1D4, getting a 3. The AK’s bolt clanks and the weapon jams; it’ll take him three turns to unjam it. Emboldened, the thing in the pit slithers out.
**OPTIONAL RULE: OTHER CRITICALS**

If you want to change things up, allow a critical hit’s effect to depend on the attack type. Maybe for a blunt weapon like a club or fist a critical hit does normal damage but stuns the victim (see STUN, below). Or maybe it does normal damage but avoids the target’s body armor even without a called shot. Or maybe it does normal damage but the victim automatically loses 1 HP per turn until First Aid is applied. Or maybe it does normal damage but it lets the attacker take an extra action in the same turn. There are plenty of possibilities. Just remember that incurring other effects can complicate things. Sometimes just doubling the damage is quickest and best.

**DAMAGE**

Combat is about inflicting damage. Each attack has a damage rating measured in dice. When you hit, roll the dice for damage. For example, a 9mm pistol’s damage is 1D10; if you shoot someone with it, roll 1D10 for damage and subtract it from their HP.

Most people who get hurt collapse in panic, even if it’s a flesh wound. It’s very rare for someone to stand and take punishment until he or she drops dead or passes out.

Every time you take damage, record the amount and the nature of the wound. Keep track of each wound separately. That will be important when it’s time for First Aid.

**STUN:** Stun attacks startle and impair. When stunned you can’t act. Once per turn, when it’s your time to act, you may attempt a CON×5 test to recover and act normally in the next turn. Losing half your current HP or more in a single attack stuns you.

**UNCONSCIOUSNESS:** If you are reduced to 2 HP or less, you fall unconscious. An unconscious agent is helpless and can be killed with a single attack without a roll. At 3 HP or more, or after an hour passes, you regain consciousness.

**PERMANENT INJURY:** Any time you are reduced to 2 HP or less, make a CON×5 test. Failure indicates permanent injury. The CO selects a stat that is permanently reduced by the number on the lowest ten-sided die of the failed CON×5 roll. Remember to adjust HP if STR or CON drop.

**DEATH:** If an attack brings your agent to 0 HP or lower, he or she is dead.

**HEALING**

There are three types of healing: Stabilization, Treatment, and Recuperation.

**STABILIZATION:** Stabilizing a wound with a successful First Aid test immediately heals 1D3 HP. A critical success doubles the amount healed; a fumble with First Aid inflicts 1D3 HP damage.

Each wound can be treated with First Aid only once (success or failure).

Sometimes it’s possible to resuscitate a dead character. If the CO thinks the circumstances are right, someone must make a First Aid test within the victim’s CON in minutes. If that brings the victim to positive HP, he or she survives. If the test succeeds but does not bring the victim above 0 HP, it stabilizes the victim for an hour. If someone treats the victim with a successful Surgery test within that hour and brings him or her to 1 HP or higher, the victim pulls through.
TREATMENT: Treatment is medical care in a hospital or aid station with extensive tools and medicines. First, a doctor attempts a Surgery or Medicine test. If it succeeds, the patient recovers 1D4 HP. This is doubled with a critical, while a fumble inflicts 1D4 HP damage. Strenuous activity (any physical stat or skill test) negates HP gained in this manner. After initial treatment, the doctor in charge of ongoing care can attempt a Medicine test once per week with the same results.

RECUPERATION: Over time, the human body repairs itself. A patient who rests in a safe place with proper food and water can attempt a CON×5 test once per day to recover 1 HP (on top of any HP recovered due to medical treatment). On a critical success, the patient regains 1D3; on a fumble the patient loses 1 HP. Strenuous activity (any physical stat or skill test) negates HP gained in this manner.

RECOVERING STAT POINTS

Unless the CO says otherwise, temporarily lost stat points typically come back at 1 point per day.

KILL DAMAGE

Certain attacks inflict damage well beyond the possibility of survival; a burst of heavy machine gun fire or an artillery shell can make fast work of human anatomy. A weapon like this has a Kill Damage rating.

On a successful attack with a Kill Damage weapon there’s a chance you kill the target outright. Instead of rolling normal damage, roll percentile dice for the weapon’s Kill Damage rating. If the Kill Damage test succeeds, a human target immediately drops to 0 HP. If the Kill Damage test fails, add the two dice together as if they were individual D10s and apply that as HP damage. A critical hit with a Kill Damage attack doubles the Kill Damage rating for one target that turn.

A single Kill Damage attack can affect many targets, depending on the weapon. But really, you need to roll for Kill Damage only for characters who are important enough to track in detail. Most human victims of a Kill Damage attack are out of the fight, either dead or maimed, whether the Kill Damage roll succeeds or fails.

Example: Deciding he doesn’t at all like the looks of the wall-eyed fisherman, Ross throws a grenade into his boat. Ross hits. Grenades have Kill Damage 10%, so he rolls against 10% and scores an 81. The grenade fails to drop the fisherman to 0 with its Kill Damage rating. But the dice are added together (8+1) for 9 points of damage. Since the fisherman only had 8 HP, he’s dead anyway.

KILL RADIUS: If a Kill Damage weapon has a Kill Radius, a successful attack inflicts Kill Damage on every character in that radius. That means Kill Damage attacks don’t need to be as precise as ordinary gunshots; hitting a zone within several meters of a target is enough. When you launch a Kill Damage attack, the target is the center of the Kill Radius.

A failed attack roll means the Kill Radius lands harmlessly outside the intended area; the attack is not effective.

SELECTIVE FIRE: Some small arms like submachine guns and assault rifles have selective fire. The shooter can choose how it’s used; each pull of the trigger can fire a single shot, a burst, a short spray, or a long spray. A single shot inflicts a normal damage roll, while a burst or a spray inflicts Kill Damage.

A burst fires a few bullets in one trigger pull, with a Kill Radius of 1 meter. This is the "smallest" fully automatic setting. Short and long sprays empty the magazine faster but cover a larger Kill Radius.
**Example:** Michael fires an AK-47 burst into the fisherman’s friend who came around the corner. His chance to hit is 45%. He rolls a 22 and hits, centering the Kill Radius on the fisherman’s friend. He rolls against the weapon’s 10% Kill Damage rating. It comes up 02, below the Kill Damage rating. The fisherman dies.

<table>
<thead>
<tr>
<th>Type of Fire</th>
<th>Ammo Used</th>
<th>Kill Damage</th>
<th>Kill Radius</th>
</tr>
</thead>
<tbody>
<tr>
<td>Burst</td>
<td>5</td>
<td>10%</td>
<td>1 m.</td>
</tr>
<tr>
<td>Short Spray</td>
<td>10</td>
<td>10%</td>
<td>2 m.</td>
</tr>
<tr>
<td>Long Spray</td>
<td>20</td>
<td>10%</td>
<td>3 m.</td>
</tr>
</tbody>
</table>

**SUPPRESSION**

Any time you realize you’re inside the targeted Kill Radius of a Kill Damage attack, even if the attack roll misses, your fear-riddled nervous system forces you to go to ground. You must either find cover or go prone as your next action, or stifle your terror and act normally at a cost of 1 SAN. Often in a firefight targets don’t realize they’re under attack. When in doubt, call for an Alertness test.

Some individuals have seen so much combat that they’ve adapted to violence. They don’t lose SAN for braving suppressing fire (see ADAPTING TO SAN LOSS on page XX). For NPCs, it’s easiest to just assume that the average human goes to ground when suppressed. Only insane, hardened or fanatical enemies stand up in the face of suppressing fire.

**Example:** Ross turns his attention to the warehouse beside the wharf just as the door opens and three suspicious-looking fishermen emerge to see what’s happening. He opens up with his AK-47, firing a short spray. That covers a 2-meter radius, and the CO says that’s enough to affect all three. Ross rolls to hit—and misses! The fishermen are unhurt but all three are suppressed. When it’s their turn to act, the CO says they stumble back inside the warehouse door for cover.

**OPTIONAL RULE: SUPPRESSION WITHOUT KILL DAMAGE**

What if you want to blaze away with an ordinary, semi-automatic pistol or rifle to force an enemy to keep his or her head down? As with all things in this game, that’s possible if the CO says so. Designate the center of a one-meter Kill Radius and make an attack roll. It uses up 10 bullets. If the attack roll succeeds, it does no damage but anyone inside the Kill Radius is suppressed. If it’s a critical success, it hits one target for normal damage and everyone in the radius is suppressed. If the attack roll fails, your firing is too unfocused and nobody is suppressed.

**BLOWING THINGS UP**

If you want to disable or destroy a vehicle or piece of hardware, Kill Damage with a heavy weapon is the way to do it. Kill Damage from small arms can do this as well, but it takes longer. This is largely a judgment call by the CO. As a rule of thumb, roll to hit the target and roll Kill Damage. Success means the object is demolished. Failure means it’s only damaged.
**Why Kill Damage?**

Kill Damage is system short-hand in lieu of rolling lots of dice for damage and to hit. Without it, a weapon like a Hellfire missile might do something like 12D6 damage to each victim, or a machine gun could require nine separate attack and damage rolls for nine targets. In the middle of combat, rolling that many times breaks the tension.

If you’d rather roll damage the old way, use the Kill Damage rating as the average HP damage suffered on a direct hit. Or, for variety, instead roll 1D6 damage for every 3% of Kill Damage. So a weapon with 35% would do a flat 35 HP damage if you want to keep it simple, or 12D6 HP damage.

**Protection in Combat**

We’ve seen how to injure, kill and dismember targets, but how do you protect them?

There are five stages of protection, categories that determine how easy an agent or other creature is to harm, regardless of their ability to get out of the way.

**Fragile:** Fragile targets drop to 0 HP instantly if they suffer any damage from a deliberate attempt to injure them. A helpless or blindsided human is Fragile and may, at the CO’s discretion, be reduced to 0 HP with one deliberate attack. If the victim is completely helpless it may not even require an attack roll.

**Exposed:** Exposed is the default for humans and many creatures. It means the target is aware of danger and trying to avoid it but doesn’t have any real protection. Attacks operate normally against Exposed targets.

**Armored:** Being Armored reduces the damage of attacks. The thicker the armor, the more HP damage it removes from incoming attacks before it is applied.

Armor comes in two forms: *body armor* and *cover*. They both reduce ordinary attack damage but have different effects on Kill Damage. If you have more than one source of armor, add them all together.

**Body Armor:** Wearing body armor reduces the damage of an ordinary attack or a *failed* Kill Damage roll by the armor’s listed Damage Reduction. However, many weapons are armor piercing, which reduces the effect of armor (see *Armor Piercing*, page XX). Body armor does nothing whatsoever against a *successful* Kill Damage roll.

**Cover:** Finding cover means using a barrier as armor against attack. Cover protects much more than body armor can. If you have cover against a Kill Damage attack, the Kill Damage roll automatically fails, but still inflicts the sum of the dice as damage. Subtract the cover’s Damage Reduction from that damage. If you’re behind cover and wearing body armor, both reduce damage, but Armor Piercing attacks reduce both forms of armor separately.

What if you’re completely enclosed in a structure or vehicle? It’s up to the CO. The attack might need to blast the cover to pieces before it gets to you.

Being behind cover does not make you immune to suppression (see *Suppression* on page XX). If you’re suppressed, your next action must be to hide behind that cover instead of attacking.

**Avoiding Armor or Cover:** Targeting an unprotected part of the body, or putting a grenade on the other side of a barrier, requires a called shot (see *Called Shot* on page XX). Otherwise the protection applies. (With a fully automatic weapon, a called shot applies only to the first target.)
Example: In the warehouse, a suppressed fisherman leans his head out to say something. Ross is taking no chances and he opens up again with his AK-47. The attack hits. The fisherman has cover so the Kill Damage roll automatically fails, but Ross rolls anyway to get the damage. It comes up 8 and 9, which added together equal 17 HP. The warehouse wall blocks 5 damage, reducing the attack damage to 12. The fisherman loses 12 HP and dies as bullets slam into him through the wall.

HUGE: A target that's much larger than a human doesn't roll for Kill Damage. Instead it takes the Kill Damage rating as hit point damage (minus the protection of the target's armor, if any).

TRANSCENDENT: Transcendent entities are immune to physical damage. This might mean they exist partly in dimensions we perceive, and either keep their vulnerable organs elsewhere or are so organized that mere excesses of force and matter cannot harm them.

Nothing of this Earth is Transcendent. Only under extremely dangerous and limited situations can humans become Transcendent, through the use of the unnatural techniques.

<table>
<thead>
<tr>
<th>Amount of Armor</th>
<th>Damage Reduction</th>
</tr>
</thead>
<tbody>
<tr>
<td>Kevlar helmet (adds its damage reduction to any other armor)</td>
<td>-2 HP</td>
</tr>
<tr>
<td>Kevlar vest (concealable)</td>
<td>-3 HP</td>
</tr>
<tr>
<td>Reinforced Kevlar vest (typical for uniformed police)</td>
<td>-4 HP</td>
</tr>
<tr>
<td>Tactical body armor (typical for soldiers and SWAT teams); sturdy wall or thick door; makeshift vehicle armor</td>
<td>-5 HP</td>
</tr>
<tr>
<td>Bomb suit; thick wall or moderate rock; light vehicle armor</td>
<td>-10 HP</td>
</tr>
<tr>
<td>Reinforced wall or big rock; medium vehicle armor</td>
<td>-15 HP</td>
</tr>
<tr>
<td>Heavy vehicle armor or light tank armor</td>
<td>-20 HP</td>
</tr>
<tr>
<td>Heavy tank armor</td>
<td>-25 HP</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Target's Status</th>
<th>Effect of Kill Damage Success</th>
<th>Effect of Kill Damage Failure</th>
</tr>
</thead>
<tbody>
<tr>
<td>Fragile</td>
<td>Reduced to 0 HP</td>
<td>Reduced to 0 HP</td>
</tr>
<tr>
<td>Exposed</td>
<td>Reduced to 0 HP</td>
<td>Add up the Kill Damage dice to determine HP damage</td>
</tr>
<tr>
<td>Behind cover</td>
<td>Add up the Kill Damage dice to determine HP damage; subtract the armor value from the damage</td>
<td>Add up the Kill Damage dice to determine HP damage; subtract the armor value from the damage</td>
</tr>
<tr>
<td>Huge</td>
<td>Takes the Kill Damage rating as HP damage</td>
<td>Takes the Kill Damage rating as HP damage</td>
</tr>
<tr>
<td>Transcendent</td>
<td>No damage</td>
<td>No damage</td>
</tr>
</tbody>
</table>
**PROTECTION EDGE CASES**

What about the target that pokes his head up above the sand-bags? Is he Armored or Exposed? The answer is: both. His body is Armored. His head and hand are Exposed. In this case the CO would require a Called Shot at –40% to hit either the exposed head or hand; otherwise it hits the sand-bags. This is why people fire from cover.

Body armor offers a flat protection against every attack that isn’t a called shot or a successful Kill Damage roll. This doesn’t mean every bullet and knife hits the target’s armor, it just means the damage is reduced. Maybe that means it was a graze or a leg wound instead of a hit to the body.

*Example:* Two fishermen shoot at Ross from across the wharf. One of them hits with a normal attack. Ross is wearing a reinforced Kevlar vest, so it blocks 4 points of damage. The fisherman rolls 4 damage, so the bullet hits Ross in his side but doesn’t pierce the Kevlar. He loses no HP. The other fisherman attempts a called shot to hit Ross in the legs. It, too, hits. The fisherman rolls 2 damage, but the called shot ignores Ross’ armor. Ross loses 2 HP as a bullet hits his leg.

**ARMOR PIERCING WEAPONS**

An armor piercing weapon reduces the protection of an Armored target by 5 points (and exceptionally heavy armor-piercing weapons may reduce armor by more). See WEAPON STATS on page XX for which weapons are armor piercing.

*Example:* Something erupts from a hole in the rotten wood of the wharf beneath Ross. Its attack roll hits. The CO says it does 3 HP damage—but the sharp, strong claws are armor piercing against Kevlar. That reduces his armor by 5, so it blocks zero. Ross loses 3 HP as his flesh is ripped.

**ATTACK MODIFIERS**

If you make an attack roll at all, it means the situation is out of control and you’re desperately trying to keep it in hand. Bonuses and penalties in combat apply only in extraordinary circumstances. No matter how many bonuses or penalties apply, a roll of 01–05 automatically hits and is a critical, and a roll of 96–100 automatically misses and is a fumble.

**BONUSES AND PENALTIES**

<table>
<thead>
<tr>
<th>Circumstance</th>
<th>+10% Bonus</th>
<th>-20% Penalty</th>
<th>-40% Penalty</th>
</tr>
</thead>
<tbody>
<tr>
<td>Very Long or Very Short Range</td>
<td>Shooting at point-blank range (3 m. or less)</td>
<td>Beyond base range (up to 2×)</td>
<td>Beyond 2× base range (up to 5×)</td>
</tr>
<tr>
<td>Unusual Target</td>
<td>Using a laser sight</td>
<td>Terrible visibility due to smoke or darkness</td>
<td>Little to no visibility</td>
</tr>
<tr>
<td>Concealment or Visibility</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Unusual Target Size or Condition</td>
<td>Target pinned down or standing totally still</td>
<td>Prone target; called shot to avoid body armor or partial cover</td>
<td>Called shot when the target is mostly covered</td>
</tr>
</tbody>
</table>

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There's a staggering variety of personal firearms and weaponry. Their usefulness on Delta Green ops is limited, of course, depending on who or what the agents face.

**TEAR GAS AND PEPPER SPRAY**

These are irritant chemicals that make your eyes tear, your lungs seize, and your exposed tissues sting like hell. If hit, the target must make a CON×5 test or be stunned and suffer a penalty to all actions for one hour. If the CON×5 roll succeeds, the target is not stunned and suffers half the usual penalty. A tear gas canister's cloud lingers in the air only a minute or two. If a pepper spray attack roll fails, the attacker hits himself or herself for half the usual effect.

Wearing a gas mask protects against these effects but incurs a -10% penalty to all actions.

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Skill</th>
<th>Range</th>
<th>Uses</th>
<th>Radius</th>
<th>Penalty</th>
</tr>
</thead>
<tbody>
<tr>
<td>Pepper spray keychain</td>
<td>DEX×5</td>
<td>1 meter</td>
<td>1</td>
<td>1 target</td>
<td>-20%</td>
</tr>
<tr>
<td>Pepper spray can</td>
<td>DEX×5</td>
<td>2 meters</td>
<td>12</td>
<td>3 m.</td>
<td>-20%</td>
</tr>
<tr>
<td>Tear gas cannister</td>
<td>Heavy Weapons or Throw</td>
<td>20 m. thrown or 50 m. launched</td>
<td>1</td>
<td>10 m.</td>
<td>-40%</td>
</tr>
</tbody>
</table>

**STUN GRENADES**

A “flashbang” is a grenade that makes a huge noise and bright flash which confuses and blinds targets and affects everyone within a 10 meter radius (indoors) or 5 meters (outdoors). Each target is stunned. After the stun wears off, the target suffers a -40% penalty to all actions for 1D6 turns.

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Skill</th>
<th>Range</th>
<th>Uses</th>
<th>Radius</th>
<th>Penalty</th>
</tr>
</thead>
<tbody>
<tr>
<td>Flashbang</td>
<td>Throw</td>
<td>20 m. thrown</td>
<td>1</td>
<td>10 m. (halved outdoors)</td>
<td>-40%</td>
</tr>
</tbody>
</table>

**ELECTROSHOCK WEAPONS**

A stun gun discharges a high voltage electrical shock into the target, causing their muscles to spasm violently. Anyone holding the target of an electroshock attack suffers the same effects.
The victim must roll a CON×5 test to resist being stunned. After the stun wears off, the victim suffers the listed penalty to all actions for 1D20 turns.

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Skill</th>
<th>Range</th>
<th>Uses</th>
<th>Penalty</th>
</tr>
</thead>
<tbody>
<tr>
<td>Stun gun</td>
<td>DEX×5</td>
<td>1 m.</td>
<td>1</td>
<td>-20%</td>
</tr>
<tr>
<td>Shock baton</td>
<td>DEX×5</td>
<td>1 m.</td>
<td>200</td>
<td>-20%</td>
</tr>
<tr>
<td>CED pistol</td>
<td>Firearms</td>
<td>4 m.</td>
<td>4</td>
<td>-20%</td>
</tr>
</tbody>
</table>

**Firearms**

Most law enforcement officers wear a medium pistol. In the U.S., police officers typically have a carbine or a shotgun in the squad car. Soldiers and tactical teams usually carry submachine guns, carbines, or assault rifles. All of those weapons are available in semi-automatic from gun shops; and you can get fully automatic guns and many heavy weapons on the black market if you know who to ask.

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Examples</th>
<th>Skill</th>
<th>Base Range</th>
<th>Damage</th>
<th>Kill Damage</th>
<th>Typical Ammo Capacity</th>
</tr>
</thead>
<tbody>
<tr>
<td>Light pistol</td>
<td>.22, .32, .380 ACP, .38 Special: Raven MP-25, S&amp;W Model 36</td>
<td>Firearms</td>
<td>15 m.</td>
<td>1D8</td>
<td>n/a</td>
<td>6 (revolver); 7 (semi-automatic)</td>
</tr>
<tr>
<td>Medium pistol</td>
<td>9mm, .40 S&amp;W, .45 ACP: Beretta 92, Colt M1911A1, Glock 17, Glock 22</td>
<td>Firearms</td>
<td>20 m.</td>
<td>1D10</td>
<td>n/a</td>
<td>6 (revolver); 15 (semi-automatic)</td>
</tr>
<tr>
<td>Heavy pistol</td>
<td>10mm Auto, .357 Magnum, .50 AE: Glock 20, S&amp;W Model 13, Colt Delta Elite</td>
<td>Firearms</td>
<td>25 m.</td>
<td>1D12</td>
<td>n/a</td>
<td>6 (revolver); 10 (semi-automatic)</td>
</tr>
<tr>
<td>Shotgun (shot)</td>
<td>12 gauge: Mossberg 500, Remington 870, Remington double-barrel</td>
<td>Firearms</td>
<td>50 m.</td>
<td>2D10 up to 10 m.; 1D10 up to 20 m.; 1D6 beyond beyond 20 m.</td>
<td>n/a</td>
<td>2 (double-barrel); 5 (pump-action)</td>
</tr>
<tr>
<td>Shotgun (slug)</td>
<td></td>
<td>Firearms</td>
<td>75 m.</td>
<td>2D6</td>
<td>n/a</td>
<td>2 (double-barrel); 5 (pump-action)</td>
</tr>
<tr>
<td>Shotgun (nonlethal)</td>
<td></td>
<td>Firearms</td>
<td>10 m.</td>
<td>1D6</td>
<td>n/a</td>
<td>4</td>
</tr>
</tbody>
</table>
Most revolvers hold six shots. There's a huge variety of ammunition capacities for semi-automatic magazines.

**SHOTGUNS**

Shotguns fire once per turn. A typical pump-action shotgun holds two shots. Double-barrel shotguns hold two shots, and can fire both barrels at one target with one attack roll. That inflicts an extra +1D10 damage up to 20 meters away or +1D6 beyond 20 meters.

Shotguns can also fire "nonlethal" rounds such as bean bag rounds, baton rounds or rubber shot.

**SUBMACHINE GUNS**

Submachine guns can be fired in semi or fully automatic mode. When firing semi-automatic the weapon inflicts ordinary damage; with automatic fire it uses Kill Damage (see KILL DAMAGE on page XX).

**RIFLES, ASSAULT RIFLES AND SNIPER RIFLES**

Many rifles are not fully automatic assault rifles, those that are may attack normally or with Kill Damage.

Sniper rifles and hunting rifles are large and unwieldy. A few can fire fully automatic.

**LIGHT MACHINE GUNS**

Machine guns work a lot like assault rifles and submachine guns, but their effective range is better because they need only hit inside the Kill Radius to suppress a target, and because a machine gun is stabilized with a bipod or tripod. Without a bipod or tripod, halve the base range.
ARMOR PIERCING AMMUNITION

Pistols, rifles, and submachine guns can fire bullets designed to pierce body armor. An armor piercing bullet reduces armor (see ARMOR PIERCING WEAPONS on page XX), but it does –1 damage (to a minimum of 1 point).

HOLLOW-POINT BULLETS

Pistols, rifles, and submachine guns can fire expanding bullets designed to cause greater tissue trauma at the expense of penetration. A hollow-point round does +1 damage, but armor is twice as effective against the bullet.

SIGHTS

A laser sight gives a +10% bonus to hit. A telescopic or holographic sight doubles a firearm’s base range if you spend a turn taking the Aim action. Those kinds of sights are bulky and fragile; rough handling renders one useless.

CONCEALED WEAPONS

Knives and pistols can be concealed under ordinary clothing easily. Someone deliberately looking for a concealed weapon can attempt an Alertness test to spot it.

If you’re wearing an overcoat, you can attempt to conceal a bigger gun like a submachine gun or sawed-off shotgun, or a larger hand weapon like a hatchet or machete.

There’s no way to conceal a full-size rifle or a large melee weapon. If someone is watching for it, they’ll spot it.

SUPPRESSORS

In the right conditions a gunshot can be heard from a mile away or more, and gunfire deafens shooters who don’t have ear protection. With a suppressor, a gunshot is not silent—it can be clearly heard nearby—but outside the same house or down the street someone may need an Alertness test to notice it. The quietest firearms have very low calibers (light pistols) and very large silencers.

HEAVY WEAPONS

Many unnatural things that Delta Green agents face are inscrutable perversions of physics no more vulnerable to explosions than they are to crucifixes. This never stops agents from trying.

The base range for each weapon reflects the fact that it needs to be accurate enough only to get a target within the Kill Radius.

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Examples</th>
<th>Skill</th>
<th>Base Range</th>
<th>Kill Damage</th>
<th>Kill Radius</th>
<th>Notes</th>
</tr>
</thead>
<tbody>
<tr>
<td>Light machine gun</td>
<td>M249 SAW, Kalishnikov RPK</td>
<td>Heavy Weapons</td>
<td>200 m.</td>
<td>10%</td>
<td>3 m.</td>
<td></td>
</tr>
<tr>
<td>Medium machine gun</td>
<td>M60, M240, Kalishnikov PK</td>
<td>Heavy Weapons</td>
<td>300 m.</td>
<td>15%</td>
<td>3 m.</td>
<td></td>
</tr>
<tr>
<td>Weapon</td>
<td>Examples</td>
<td>Skill</td>
<td>Base Range</td>
<td>Kill Damage</td>
<td>Kill Radius</td>
<td>Notes</td>
</tr>
<tr>
<td>-----------------------------</td>
<td>-----------------------------------------------</td>
<td>------------</td>
<td>------------</td>
<td>-------------</td>
<td>-------------</td>
<td>------------------------</td>
</tr>
<tr>
<td>Heavy machine gun</td>
<td>M134 Minigun, M2HB Browning, DShK M1938</td>
<td>Heavy Weapons</td>
<td>400 m.</td>
<td>20%</td>
<td>3 m.</td>
<td>Armor Piercing (5)</td>
</tr>
<tr>
<td>Autocannon</td>
<td>M61 Vulcan, GShG-7.62</td>
<td>Heavy Weapons</td>
<td>400 m.</td>
<td>30%</td>
<td>10 m.</td>
<td>Armor Piercing (5)</td>
</tr>
<tr>
<td>Grenade launcher</td>
<td>M203, M79, M320, 40mm Mk. 19, H&amp;K GMG</td>
<td>Heavy Weapons</td>
<td>160 m.</td>
<td>15%</td>
<td>10 m.</td>
<td></td>
</tr>
<tr>
<td>Rocket-propelled grenade</td>
<td>RPG-7, M72 LAW</td>
<td>Heavy Weapons</td>
<td>200 m.</td>
<td>30%</td>
<td>10 m.</td>
<td>Armor Piercing (5)</td>
</tr>
<tr>
<td>Hand grenade</td>
<td>M67 grenade</td>
<td>Throw</td>
<td>20 m.</td>
<td>15%</td>
<td>10 m.</td>
<td></td>
</tr>
<tr>
<td>IED</td>
<td>Pipe bomb</td>
<td>Demolitions</td>
<td>n/a</td>
<td>15%</td>
<td>10 m.</td>
<td></td>
</tr>
<tr>
<td>Bundled IED</td>
<td>Series of pipe bombs</td>
<td>Demolitions</td>
<td>n/a</td>
<td>30%</td>
<td>20 m.</td>
<td></td>
</tr>
<tr>
<td>Explosively formed penetrator mine</td>
<td></td>
<td>Demolitions</td>
<td>n/a</td>
<td>25%</td>
<td>10 m.</td>
<td>Armor Piercing (10)</td>
</tr>
<tr>
<td>Light mortar</td>
<td>M252 Mortar, 2B14 Podnas</td>
<td>Artillery</td>
<td>2 km.</td>
<td>20%</td>
<td>15 m.</td>
<td></td>
</tr>
<tr>
<td>Light artillery</td>
<td>75mm howitzer, M777 Medium Howitzer, 152 mm howitzer 2A65</td>
<td>Artillery</td>
<td>5 km.</td>
<td>35%</td>
<td>25 m.</td>
<td>Armor Piercing (10)</td>
</tr>
<tr>
<td>Heavy mortar</td>
<td>2S31 Vena, M120</td>
<td>Artillery</td>
<td>4 km.</td>
<td>50%</td>
<td>75 m.</td>
<td>Armor Piercing (15)</td>
</tr>
<tr>
<td>Hellfire missile</td>
<td></td>
<td>Artillery</td>
<td>4 km.</td>
<td>45%</td>
<td>50 m.</td>
<td>Armor Piercing (10)</td>
</tr>
<tr>
<td>General-purpose bomb</td>
<td></td>
<td>Artillery</td>
<td>air-dropped</td>
<td>70%</td>
<td>100 m.</td>
<td>Armor Piercing (15)</td>
</tr>
<tr>
<td>Cruise missile</td>
<td></td>
<td>Artillery</td>
<td>100 km.</td>
<td>60%</td>
<td>150 m.</td>
<td>Armor Piercing (15)</td>
</tr>
<tr>
<td>“Suitcase” Nuke</td>
<td>SADM, RA-115</td>
<td>Demolitions</td>
<td>n/a</td>
<td>100%</td>
<td>150 m.</td>
<td>Armor Piercing (20)</td>
</tr>
</tbody>
</table>
### Hand-to-Hand Weapons

Unarmed attacks, like punching, kicking and strangling, use the Unarmed Combat skill and inflict 1D3 damage. All other melee weapons use the Melee Weapons skill.

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Damage</th>
<th>Notes</th>
</tr>
</thead>
<tbody>
<tr>
<td>Unarmed attack</td>
<td>1D3</td>
<td></td>
</tr>
<tr>
<td>Brass knuckes or steel-toed boots</td>
<td>1D3+1</td>
<td></td>
</tr>
<tr>
<td>Garotte</td>
<td>special</td>
<td>A garrote only works from surprise, using Unarmed Combat. If you succeed, the target is pinned and cannot make a sound, and the garrote does 1D6 damage per round until the target escapes or dies.</td>
</tr>
<tr>
<td>Hatchet</td>
<td>1D4</td>
<td></td>
</tr>
<tr>
<td>Knife</td>
<td>1D4</td>
<td>Armor Piercing against Kevlar</td>
</tr>
<tr>
<td>Big knife</td>
<td>1D4+1</td>
<td>Armor Piercing against Kevlar</td>
</tr>
<tr>
<td>Combat dagger</td>
<td>1D4+2</td>
<td>Armor Piercing against Kevlar</td>
</tr>
<tr>
<td>Nightstick or baton</td>
<td>1D6</td>
<td></td>
</tr>
<tr>
<td>Metal baton</td>
<td>1D6+1</td>
<td></td>
</tr>
<tr>
<td>Machete or VTAC tomahawk</td>
<td>1D6+2</td>
<td></td>
</tr>
<tr>
<td>Baseball bat or rifle butt</td>
<td>1D8</td>
<td></td>
</tr>
<tr>
<td>Sword or fixed bayonet</td>
<td>1D8+1</td>
<td>Armor Piercing against Kevlar</td>
</tr>
<tr>
<td>Wood axe</td>
<td>1D8+2</td>
<td></td>
</tr>
<tr>
<td>Hand-and-a-half sword</td>
<td>1D10+1</td>
<td></td>
</tr>
<tr>
<td>Two-handed sword</td>
<td>2D6</td>
<td></td>
</tr>
</tbody>
</table>

**Damage Bonus:** Unusually high or low Strength modifies the damage of hand-to-hand attacks.

<table>
<thead>
<tr>
<th>STR 3-4</th>
<th>STR 5-8</th>
<th>STR 9-12</th>
<th>STR 13-16</th>
<th>STR 17-18</th>
</tr>
</thead>
<tbody>
<tr>
<td>-2 damage</td>
<td>-1 damage</td>
<td>no modifier</td>
<td>+1 damage</td>
<td>+2 damage</td>
</tr>
</tbody>
</table>
OTHER THREATS

Combat isn’t the only thing that can kill an agent. The world is full of threats.

FALLING

Falling is extremely dangerous to humans. The damage is 1D6 for each three meters fallen, up to a maximum of 10D6. Falling also requires a CON×5 test. If it fails the victim is stunned. On a fumble, falling damage is doubled.

SUFFOCATION

Suffocation is a slow death. If you take a deep breath before holding it, you can last your current CON×5 in turns without breathing. After that, your oxygen-starved brain begins to die. Once every turn you must make a CON×5 test. If it fails, you suffer 1D6 HP damage. If the CON test succeeds, you suffer 1 HP damage instead. This continues until you can breathe again or you die.

If you inhale water or don’t get a breath before suffocating, the damage starts immediately and lasts until someone clears your airways with a First Aid test.

Armor does not protect against suffocation damage. The damage ceases only when you draw breathable air once more.

FIRE

Fire is a significant threat to agents. The amount of damage suffered depends on the flame’s intensity. The victim suffers a damage roll every turn of exposure.

<table>
<thead>
<tr>
<th>Intensity of Fire</th>
<th>Example</th>
<th>Damage per Turn</th>
</tr>
</thead>
<tbody>
<tr>
<td>Minor</td>
<td>Candle</td>
<td>1</td>
</tr>
<tr>
<td>Moderate</td>
<td>Flaming brand; momentary exposure to a larger fire</td>
<td>1D6</td>
</tr>
<tr>
<td>Large</td>
<td>Campfire</td>
<td>2D6</td>
</tr>
<tr>
<td>Major</td>
<td>Scalding steam; bonfire; blast furnace</td>
<td>2D10</td>
</tr>
</tbody>
</table>

After taking damage from any source of fire except a minor one, the victim must make a DEX×5 or catch on fire, suffering half damage each turn until it is extinguished.

Being surrounded by a raging fire causes suffocation as the fire consumes oxygen. (See SUFFOCATION on page xx.)

COLD

You can survive for CON in minutes exposed in freezing temperatures unprepared, or CON×5 minutes if you’re only partially prepared. If you’re fully prepared and well equipped (decked out for an Arctic expedition, for example) you can last CON hours.

After this, your body starts to fail. Make a CON×5 test every five minutes. Each failure reduces CON by 1. Spend one Willpower Point at any time to extend your survival time by five minutes without rolling. When your CON hits 1, you can no longer move and you suffer 1D8 HP cold damage every five minutes.
Exposure to warmth and shelter restores 1 point of CON per minute. Hit Points heal normally.

**POISON AND DISEASE**

Every poison or disease has two stats: Speed and Damage. When affected, you make a CON×5 test. Speed indicates how soon you must make the CON test after being afflicted. Diseases usually require a series of CON tests, while poisons generally pass from your system after the first CON×5 roll.

The ailment’s damage is how many Hit Points you lose with a failed CON test. A successful CON test inflicts half damage.

If you succeed at a CON×5 test to resist a disease, you suffer half damage and shake it off before it afflicts you further. But with some persistent diseases—such as HIV/AIDS—succeeding at the CON test only buys you time. The disease subsides and you recover the lost HP. But every time you’re badly hurt (losing more than half your HP) or suffer from some other poison or disease, you must make a CON×5 test to resist a resurgence.

Many poisons and diseases can be cured with simple medication. If a physician has the antidote for a poison or the right antibiotics for a disease, a Medicine test before the ailment takes effect renders the poison or disease harmless.

If it’s a poison without an antidote or a disease without a cure, a Medicine by a doctor halves the damage. That requires hospitalization.

**EXAMPLE:** Agent Price (CON 14, HP 13) is in the hospital with Ebola virus. He already failed his first CON test and lost 3 HP. It’s been another 1D6 days, so he must try a CON test again, at a -20% penalty for this dangerous disease. He rolls 84, failing. The physician in charge of his treatment succeeds at a Medicine roll, though, so Price takes half damage. The damage roll comes up “6,” so Price loses another 3 HP. After another 1D6 days, Price must try again. This time his CON test succeeds even with the penalty. His system shakes the infection and he starts to recover.

<table>
<thead>
<tr>
<th>Poison</th>
<th>Route of Entry</th>
<th>Speed</th>
<th>Damage</th>
<th>Symptoms</th>
<th>Antidote</th>
</tr>
</thead>
<tbody>
<tr>
<td>Spider venom</td>
<td>Bite</td>
<td>1D6 hours</td>
<td>2D6</td>
<td>Pain, chills, nausea; possibly necrosis</td>
<td>Yes</td>
</tr>
<tr>
<td>Arsenic</td>
<td>Ingestion</td>
<td>1D6 hours</td>
<td>3D6</td>
<td>Pain, diarrhea, cramping</td>
<td>No</td>
</tr>
<tr>
<td>Scorpion or rattlesnake venom</td>
<td>Bite or sting</td>
<td>1D6 hours</td>
<td>3D6</td>
<td>Pain, weakness, hemmorhaging, convulsions</td>
<td>Yes</td>
</tr>
<tr>
<td>Phosgene gas</td>
<td>Inhalation</td>
<td>2D6 hours</td>
<td>5D6</td>
<td>Blistering, coughing blood, asphyxiation</td>
<td>No</td>
</tr>
<tr>
<td>Hydrogen cyanide gas</td>
<td>Inhalation</td>
<td>1D6 turns</td>
<td>6D6</td>
<td>Asphyxiation</td>
<td>Yes</td>
</tr>
<tr>
<td>Sarin gas</td>
<td>Inhalation or absorption through skin</td>
<td>2D6 turns</td>
<td>6D6</td>
<td>Muscle contractions, spasms, asphyxiation</td>
<td>Yes</td>
</tr>
<tr>
<td>Ricin</td>
<td>Injection or powder inhalation</td>
<td>2D6 hours</td>
<td>6D6</td>
<td>Diarrhea, shock, seizures, circulatory failure</td>
<td>No</td>
</tr>
</tbody>
</table>
When the smoke clears and the fighting stops, it’s time for the CO to look to the consequences of combat. There are always consequences.

First, violence damages sanity. Unless you’re a hardened operator, getting into a deadly fight calls for a Sanity roll. So does getting hurt. So does killing someone. (See SANITY on page XX.)

Next, was anyone killed or badly hurt? If so, who’s going to come looking for them? How soon until detectives start combing the scene for spilled blood, shell casings, shoe marks or tire tracks? The agents on the ground, any cover-up is up to them.

If a Delta Green agent or friendly was killed or badly hurt, how do they explain it at the hospital when the staff makes the mandatory call to the local police? How do they explain to friends or family who have to care for these mysterious injuries or an unexpected funeral?
What it comes down to is this: Every instance of violence in Delta Green isn’t just a threat to your health and sanity. It’s a threat to your career, your reputation and your family.
People walk around barefoot here because there’s really nowhere to go. They keep it warm, or the desert does. Whatever. It’s warm here and people don’t wear shoes. God.

Why is everything so fucking hard all the time?

It’s been nine days since I said the name out loud, which, all told, is pretty good. I’m impressed with myself. The last time Sebastian was here he told me the group was paying attention and had someone on the inside. They were paying my way, after all. Someone was transcribing my therapy just as, a few days later, some other someones were reading it in Washington. A weekly play-by-play. Will the security risk crack? Tune in and find out.

Of course, there’s always the chance this is all in my mind. The group. The op. The corpse sitting up on the table and talking. The screaming. Okay. My screaming.

Let’s face it, it would be really nice if I were only losing my mind. I don’t think that’s what’s happening. I just can’t get behind that. That’s not what’s happening.

I think I saw a man controlled from the inside like a puppet. Something had squirmed inside him and inflated him, stretching his skin to splitting until it looked like naugahyde left out to burn beneath a supernova. Pale blue and white with horrible red cracks that ran like seams across his limbs.

“Yasmine?” the doctor looked at me like a mechanic looks at a faulty engine, disassembling me in his mind. Doctor Douchenozzle Gajar, puzzle man.

My face settled into Smile Number Six, a calm, recollection-filled smirk. In my mind, I saw the puppet thing shake twice and then split down the middle like a faulty shopping bag, spewing a web of undulating eels and liquid the color of antifreeze. Monty just sat there crying. For a bit. I mean, then it fell on him.

I burned down the L.A. County morgue. I can say that now. It’s no exaggeration. I lit the autopsy room first. Shot at a deputy when he came in, and then walked from room to room starting relatively awful fires with rubbing alcohol and embalming fluid. Didn’t kill anyone. Well, no one real. Almost got a fire guy, though, but he got out.

All the fucking worms were harmed in the making of this program, though. Good, right?

“Do you have anything to add today?”

It just comes out.

“I didn’t catch that.” He takes his glasses off, holding the bridge of his nose.

I swat the glasses from his hands and stand up, laughing, my hand numb. He looks at his empty hand and sighs. This doesn’t even phase him. I need to phase him.

“I WANT TO TALK ABOUT THE WORM!”

Doctor Gajar spins his finger in the air and the orderlies are in the room.

“FUCK YOU, FUCK! THE WORM THAT WALKS! THERE’S A WORM THAT—”
SANITY

Sanity Points represent how resilient the relationship is between your agent’s personality and the world. With a high SAN, you’re confident in the world, with low SAN, you’re uncertain. With no SAN, the truth of the universe has overwhelmed you.

SAN losses look like: 0/1D4 or 1D6/1D20. The left is how much SAN you lose on a success, the right is how much SAN you lose on a failure.

When you face a threat to sanity, roll your current SAN or lower to take a diminished loss of SAN points; roll higher than your SAN and suffer a greater loss of SAN points.

When you resolve a SAN roll, take a second to describe it. If you lose a few points, how does that look to the people around you? If you murder someone in cold blood and lose no SAN, what does that say about your agent?

RULES OF THUMB FOR SAN LOSS

If the cost of failing a SAN test is 1D6 or less, the cost of success is usually zero. If the cost of failure is 1D8 or 1D10, the cost of success is usually 1. Some unnatural events and encounters can be even more catastrophic than that.

KEEP SAN SECRET

Each player should keep his or her agent’s current SAN secret from the other players (of course, the CO must also know all SAN scores). Knowing Mal has precisely 12 SAN feels very different from knowing that Mal “has never been the same since he saw that awful thing in the tunnels”.

Another approach is for the CO to keep the current SAN of all agents a secret even from the players. You know you’ve lost SAN and you’ll know when you go insane, but you won’t know the point totals. That adds a welcome uncertainty to the game.

SAN THREATS: VIOLENCE, HELPLESSNESS AND THE UNNATURAL

The three major threats to SAN are Violence, the Unnatural and Helplessness.

These categories sometimes overlap. Being tied up and tortured might trigger both Violence and Helplessness losses. It’s up to the CO to decide which aspect affects the agent.

VIOLENCE

Killing other humans is instinctively harmful to sanity. While wrestling and punching people is within biologically acceptable norms, bludgeoning someone to death is not instinctive. The blasting noise and fire of modern violence are beyond our biology. Violence can drive you insane if you’re not careful.

In combat, you must make a SAN test for a trauma the first time it happens in that fight. Outside of combat, every incident triggers its own SAN loss.

<table>
<thead>
<tr>
<th>Example SAN Losses From Suffering Violence</th>
<th>SAN Loss</th>
</tr>
</thead>
<tbody>
<tr>
<td>Ambushed by gunfire</td>
<td>0/1</td>
</tr>
</tbody>
</table>
The essential human impulse is to act. True inactivity is unwholesome to the human psyche. Note that helplessness often makes violence worse, just like violence makes helplessness worse.

### HELPLESSNESS

<table>
<thead>
<tr>
<th>Example SAN Losses From Suffering Violence</th>
<th>SAN Loss</th>
</tr>
</thead>
<tbody>
<tr>
<td>First time hit by a gunshot in a fight</td>
<td>0/1</td>
</tr>
<tr>
<td>Stabbed or strangled without warning</td>
<td>0/1D4</td>
</tr>
<tr>
<td>Suffer a permanent injury</td>
<td>0/1D6</td>
</tr>
<tr>
<td>Set on fire</td>
<td>0/1D6</td>
</tr>
<tr>
<td>Tortured</td>
<td>1/1D8</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Example SAN Losses From Inflicting Violence</th>
<th>SAN Loss</th>
</tr>
</thead>
<tbody>
<tr>
<td>Killing in defense of yourself or another</td>
<td>0/1D4</td>
</tr>
<tr>
<td>Kill a murderous enemy in cold blood</td>
<td>0/1D6</td>
</tr>
<tr>
<td>Torture a victim</td>
<td>0/1D8</td>
</tr>
<tr>
<td>Accidentally kill an innocent</td>
<td>0/1D8</td>
</tr>
<tr>
<td>Kill an innocent in cold blood</td>
<td>1/1D10</td>
</tr>
<tr>
<td>Kill multiple innocents or noncombatants in cold blood in a short period of time</td>
<td>1D3/2D6</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Example SAN Losses From Helplessness</th>
<th>SAN Loss</th>
</tr>
</thead>
<tbody>
<tr>
<td>Being fired from your job</td>
<td>0/1</td>
</tr>
<tr>
<td>Being informed you are unexpectedly bankrupt</td>
<td>0/1D2</td>
</tr>
<tr>
<td>Rejection by spouse</td>
<td>0/1D2</td>
</tr>
<tr>
<td>Sentenced to a prison term</td>
<td>0/1D3</td>
</tr>
<tr>
<td>Waking paralyzed or blind</td>
<td>0/1D3</td>
</tr>
<tr>
<td>A Bond goes indefinitely insane or suffers a permanent injury</td>
<td>1/1D4</td>
</tr>
<tr>
<td>Flung into a pit of corpses</td>
<td>0/1D4</td>
</tr>
<tr>
<td>A friend is gruesomely killed</td>
<td>0/1D6</td>
</tr>
<tr>
<td>Learn a Bond has been killed</td>
<td>1/1D6</td>
</tr>
<tr>
<td>See a Bond gruesomely killed</td>
<td>1/1D8</td>
</tr>
</tbody>
</table>
THE UNNATURAL

Finally there’s the unnatural, the inhuman things that haunt the edges of existence. The unnatural troubles us because it is wholly outside of human experience. It wounds our sense of connection to the world by causing huge gaps in understanding.

This is why your Unnatural skill limits maximum SAN. The more you understand of man's position in the cosmos, the harder it is to navigate in the "real" world.

TEMPORARY, INDEFINITE AND PERMANENT INSANITY

If you lose 5 or more points of SAN in a single roll, you immediately suffer temporary insanity.

If your SAN loss in a single game session equals or exceeds your POW, you suffer indefinite insanity. You can develop no more than one indefinite insanity per game session.

If you hit SAN 0, you suffer permanent insanity and your agent becomes property of the CO.

TEMPORARY INSANITY

With Temporary Insanity, you briefly are incapable of doing things “intentionally,” and your primitive brain switches to pure panic. These reactions are: Flee, Struggle, or Submit.

Work with the CO to determine which stance you take when insanity strikes. Each stance is more likely in some circumstances than others, but which one applies is up to you and the CO.

Flee: You can only move away from the SAN-affecting stimulus at top speed in any direction. You must do this for a number of turns equal to your CON, whereupon you fall to the ground fatigued (see EXHAUSTION, SLEEPLESSNESS AND DRUGS on page XX), or until you feel "safe", whichever takes longer. This is a common reaction against Unnatural and Violence SAN threats.

Struggle: This is lashing out randomly at the nearest threat, no matter how insurmountable it might be. Once this course is set upon, you have no choice but to fight until you are killed, unconscious, or restrained. This is a common reaction against Helplessness and Violence SAN threats.

Submit: This is shutting down or simply passing out from shock. If conscious, you’re catatonic and paralyzed until the CO decides you snap out of it. When you come to, it’s likely you have suppressed the trauma that caused your collapse. Remembering details requires an INT×5 test and is terribly stressful. This is a common reaction against Unnatural and Helplessness SAN threats.

INDEFINITE INSANITY

With indefinite insanity, your mind maladapts to create long-term neuroses to deal with mental trauma.

While indefinite insanity is negative in the long term, some neuroses are worse than others. Consider an FBI agent whose exposure to gun violence leaves him with a phobia of firearms (hoplophobia). His job just became a lot more complicated.

Whatever the source of the indefinite insanity, it takes the form of an irrational adaptation to the trauma that produced it.
INDEFINITE INSANITY TRIGGERS

The player and the CO negotiate the exact nature of your agent’s psychological trauma, and the most important part is determining a trigger. It needs to make sense: If you saw your partner die in a fire, you’re unlikely to develop a random erotomania based on the feel of fur, but pyrophobia is likely.

For most agents, an indefinite insanity is a release valve for intolerable stress. Any time you make a SAN test, or any time you face a trigger that pertains directly to your insanity, make a SAN roll, or it takes over and you succumb to its internal logic and must act accordingly.

When you’re going through an episode, it is obvious to everyone that something is wrong. A Psychology roll can diagnose your insanity by observing you.

EXAMPLES OF INDEFINITE INSANITY FROM VIOLENCE

There are a variety of adaptations the mind makes when exposed to intolerable gore, death and torment. The most typical include PTSD, Intermittent Explosive Disorder, Totemic Compulsion, and Ligyrophobia, but others exist.

PTSD: Post Traumatic Stress Disorder is a psychiatric disorder that can occur following life-threatening events. Some people shake off such horrors, while others have stress reactions. Victims of PTSD relive the experience through nightmares and flashbacks, have difficulty sleeping, are subject to depression, and can be overcome by anxiety when presented with a similar situation.

Intermittent Explosive Disorder: You suffer from episodes of sudden, uncontrollable fury. Every outburst is out of proportion to whatever real or perceived threat provoked it. Your heart races, your body sweats, your head fills with rage, and nothing is safe. Sometimes attacking whatever is in front of you is a relief from your inner turmoil.

Totemic Compulsion: Totemic compulsion causes you to fixate on an object present during the trauma and credits it with your “salvation.” This is often a weapon or a piece of protective gear. Abandoning the totemic item, giving it to someone else, or letting it be destroyed—these are all anathema to you. If it’s destroyed, you’re useless until you fixate on a new totem.

Ligyrophobia: Fear of loud noises. In modern conflicts, the roar of artillery, rumble of armor and the deafening din of explosions and gunshots are intense stimuli that provoke a phobic reaction. Loud noises trigger panic and overwhelming stress. This once was called shell shock.

EXAMPLES OF INDEFINITE INSANITY FROM HELPLESSNESS

Issues arising from hopelessness, containment, or any other inability to change an intolerable situation, revolve around control or perception, and give rise to adaptations that attempt to compensate. Some of the most typical include Depression, Obsessive/Compulsive Disorder, Addiction, and some Enclosure-Related Phobia.

Depression: Depression means total despair, a crushing inability to get anything done. It’s caused by biological and psychological factors and is triggered by evidence of your helplessness.
**Obsessive/Compulsive Disorder:** If the only thing you can control in prison is the arrangement of your personal effects on a windowsill, you are likely to become very, very focused on them. Being unable to control on the elements you have deemed important (which can be nearly anything) triggers anxiety.

**Addiction:** Addictions are a reliance on a harmful habit or substance to get you through the stress of life. However much stress and harm the addiction causes, a part of you needs it for the relief it offers—even if you know that it might kill you. Addiction can be low-key and manageable. But you’ll do irrational, unreasonable, self-destructive things to feed it. If you go a day without feeding the addiction, you suffer a −10% penalty to every test, until you give in to it.

**Enclosure-Related Phobia:** Both agoraphobia (fear of open spaces) and claustrophobia (fear of enclosed spaces) are frequent reactions to helplessness. The first arises because the open area is too big to control, the second because the enclosure is too small to escape.

**Examples of Indefinite Insanity From the Unnatural**

The horrors beyond present a dangerous concept: the unknowable. How does the mind—an organ designed to “figure it out”—handle something that can never be understood? Not very well. Some typical responses include Fugues, Paranoia, Amnesia, and Megalomania.

**Fugues:** A fugue state is when the conscious mind shuts down. You may shut down into catatonia or wander off in an unconnected daze. It is common for this sort of illness to manifest in the face of emotional or personal complications.

**Paranoia:** A state of extreme suspicion, in which a fear of invisible enemies pervades one’s world-view. Paranoiacs interpret any event as a clue to a conspiracy against them. Unless you find a way to stifle your paranoia you can’t trust or rely on anyone.

**Amnesia:** This is probably the most common indefinite insanity to result from an encounter with the unnatural. The brain cannot process the event and hides it from mental scrutiny. Everything surrounding the episode is blank unless you find a way to bring it back.

**Megalomania:** What does it mean, to look upon the face of a dead god and live? Some conclude they’re chosen. Some see themselves as messiah figures. Others realize this elevated perspective exempts them from ordinary morality. When your insanity is triggered you become impossible to interact with; all tests based on CHA (including CHA skill) fail, as every doubt as to your superiority fills you with indignation.

**Permanent Insanity**

Agents that drop to 0 SAN or below are effectively “lost.” Just as HP hitting 0 permanently removes your agent from your control through physical death, SAN 0 permanently removes your agent from your control through insanity. Agents at 0 SAN have embraced a world of violence, helplessness and death. No therapy or treatment will ever bring them back.

It remains up to the CO to determine when they are “removed” from play. Sometimes it is instant; after the SAN loss, the agent collapses weeping and refuses to reengage with reality. Sometimes it’s a bit more subtle.
Many dangerous psychopaths get by for months of years in the "real world" without detection. A player who enjoys this kind of challenge may work in tandem with the CO to keep playing a 0 SAN character as if things were normal. Since SAN totals are secret, this should not be difficult.

Usually, a character who reaches SAN 0 is either Catatonic, Manic or Psychopathic.

**Catatonic**: Catatonia is complete separation. Your mind refuses to engage with the world that injured it. You no longer speak, or eat (without prompting), or look after yourself, and stare into space in a trance. Some catatonics go so deep they no longer react to physical pain. Others rise in and out of consciousness.

**Manic**: You are raving, incapable of holding a conversation that does not stray into insanity. Worse yet, you are absolutely certain of the reality of your delusions and act on them to the furthest extreme (including violence). Nothing can dissuade you of their reality.

**Psychopathic**: Some people with SAN 0 appear fine but are no longer emotionally functional or concerned with people on a human scale. This goes beyond ordinary sociopathy. At 0 SAN, empathy has been burned out of them. This means the feelings and needs of others cannot touch them. Without empathy they sometimes engage in appallingly merciless actions for gratification. Sometimes they keep a simulated veneer of civility over their insanity. Many serial killers have been classified as functional psychopaths.

**FOCUSING ON BONDS**

Sometimes it’s easier to cope with mental trauma if you pull strength and motivation from the critically important relationships that give your life meaning. By focusing on a Bond you can resist mental trauma or suppress the symptoms of insanity.

To focus on a Bond spend 1D6 WP. If your WP are still greater than zero (see RUNNING OUT OF WILLPOWER on page XX), choose one of these benefits: resist mental trauma or suppress insanity.

**Resist Mental Trauma**: Add the Bond’s value as a bonus to a Sanity test. If the Sanity test fails anyway, you lose 1D6 points from the Bond. Clearly you can’t rely on the things that once gave you strength—and, worse, they can’t rely on you. Play through the aftermath in detail to see what this deterioration means.

**EXAMPLE**: Agent Mike confronts the thing in the pit. It roils up, revealing itself in the light of a flare, as Mike struggles to uncover the ward. Mike will lose 1/1D20 SAN. He chooses to focus on a Bond, for his son, Marcus, to give him hope. The Bond has a score of 15, so his Sanity test rating of 55% is boosted by 15 to 70%. He rolls a 58, succeeding, and loses only 1 SAN. The Bond remains unchanged.

**Suppress Insanity**: When you suffer temporary insanity or have an acute episode of an indefinite insanity, you can draw strength from a Bond to suppress it at the cost of 1D6 Willpower points. Attempt a Sanity test, adding the Bond’s value as a bonus. If the Sanity test succeeds, you suppress this episode of insanity and behave normally. If the Sanity test fails, you lose 1D6 points from the Bond and suffer the effects of insanity.
EXAMPLE: Agent Daryl suffers from alcoholism as an indefinite insanity. He also has a Bond with his wife of 12. A contact insists on meeting at a bar. The CO reminds agent Daryl’s player that a nice, soothing Scotch (or five) would smooth things over. Agent Daryl focuses on the promise he made his wife and tries to suppress his insanity. That costs 1D6 WP and allows him +12% to his SAN test. Daryl spends the Willpower, rolls the Sanity test and hopes for the best. If it fails, his alcoholism kicks in and his Bond with his wife loses 1D6 points. That might take the shape of a humiliating drunken phone call where his wife realizes he’s off the wagon.

**Bond Tests**

A Bond test is a special kind of Sanity roll (see TESTING, INCREASING, OR DECREASING BONDS on page XX). It represents the risk of an important relationship deteriorating. You cannot focus on a Bond to gain a bonus to a Bond test.

**Adapting to SAN Loss**

People become hardened to stimuli which they once found unbearable. What sends one agent fleeing may seem mundane to an individual who has suffered and survived it enough.

Adaptation to Violence and Helplessness occurs after you’ve lost SAN three times in a row without suffering insanity. Each time you lose SAN for Violence or Helplessness, mark the boxes on your character sheet to keep track of it. If you suffer insanity from any cause before all three boxes are marked, erase all the boxes and start again. If you fill in all three boxes for Violence or all three for Helplessness, you are adapted to it.

- Being adapted means you always succeed at a Sanity roll for that type of trauma.
- Unfortunately, being adapted to Violence means your empathy suffers. As soon as you become adapted to Violence, you permanently lose 1D6 CHA along with the same amount from each Bond.
- Being adapted to Helplessness means your personal drive suffers. As soon as you become Adapted to Helplessness, you permanently lose 1D6 POW along with the same amount from each Bond. (This does not reduce your SAN.)

EXAMPLE: Agent Daryl lost 1 SAN from being ambushed by a knife-wielding maniac, then he lost 3 SAN from killing the maniac in self-defense, and then he lost 1 SAN from cold-bloodedly murdering a witness to an unnatural event. He didn’t go insane before the third SAN loss, so Agent Daryl became adapted to Violence. He lost 1D6 CHA. The die came up 2, so he lost 2 CHA and he also lost 2 from each Bond. Now Agent Daryl automatically succeeds at Sanity rolls triggered by Violence.

**Adaptation to the Unnatural**

There is no adapting to the unnatural. Things that exist beyond human comprehension are beyond “getting used to.” Every new encounter is a fresh shock. The only way to “adapt” to the Unnatural is to reach 0 SAN, whereupon the horrors make perfect sense and no longer inflict mental damage.

**Recovery**

There are only a few ways to restore mental health, none of them certain.
**THERAPY OR HOME LIFE**

After the mission you can attempt to recuperate with professional help or by focusing on your Bonds; the things that give you strength (see VIGNETTES: THE AGENT AT HOME in the Case Officer’s Handbook [and on page XX]).

**DESTROYING THE UNNATURAL**

The Unnatural in Delta Green represents such an affront to the human mind that exhibiting any sort of control over it is a “victory”. At the COs discretion, any destruction of the unnatural by an agent can restore hope, and in the process, SAN.

Destroying an unnatural creature or an object known to contain otherworldly power restores an amount of SAN equivalent to the lowest amount lost for encountering it. If the SAN loss is 1/1D6, for example, destroying it restores 1 SAN. If the SAN loss is 1D6/1D20, you gain 1D6 SAN for destroying it. This cannot bring your SAN higher than its maximum of 99 minus your Unnatural skill.

More than one agent can gain this SAN, if they were materially involved in putting the threat down.

**EXAMPLE:** As a last hope, Ivan fires a LAW rocket at the shambling thing. He doesn’t really expect much, but he rolls 01. The creature explodes in a spray of glowing, blue-green chunks. The creature’s SAN loss is 1D4/1D10. Ivan, laughing and screaming, instantly regains 1D4 SAN.

**EXHAUSTION, SLEEPLESSNESS AND DRUGS**

What happens when you hit push yourself too hard, or attempt to bypass these effects with drugs? Nothing good.

**Fatigue (CON in hours):** After working CON in hours, you are fatigued. It costs 1D6 WP to keep going. You suffer a -10% penalty to all skill, stat and SAN tests until you rest.

**Exhaustion (CON x 2 in hours):** If you’re exhausted, it gets a lot worse. It costs another 1D6 WP to keep going. You suffer -20% to all skill, stat and SAN tests until you rest. Lose an additional 1 WP for every CON in hours you work past that.

**Stimulants:** Taking heavy stimulants or chain-smoking offsets the fatigue penalty by 10%. A harder, illegal drug offsets it by 20%. Both last 2D6 hours. During this time you cannot go to sleep even if you try.

You can take more to keep going longer. The first time you lose 1D6 Willpower, but you stay up 2D6 more hours. After that, every time you take another dose you lose 1D6 Willpower. At this point you are exhausted but you stay up another 2D6 hours. As soon as you hit 0 Willpower you have a meltdown (see RUNNING OUT OF WILLPOWER on page XX), and the drugs keep you from the blissful oblivion of sleep.

If you suffer an indefinite insanity while on stimulants, the CO has every reason to say your insanity takes the form of phobia against stimulants, or addiction to them.

**Sleeplessness:** Agents often have trouble sleeping after undergoing trauma. The next time you try to sleep after having suffered temporary insanity or gained a new indefinite insanity (like PTSD), the CO should call for a Sanity test after 1D6 hours. If it fails, you wake repeatedly in terror and lose the possibility of resting or regaining any Willpower for 24 hours.

**Sedatives:** You can drink heavily or take sleeping pills to try to rest despite any trauma. This gives you a +10% bonus to the Sanity test to get to sleep. If the test fails anyway, you get no rest even though you take too many sedatives. You’re sick the next day, at a -10% penalty to all tests until you manage a full night’s rest.
RUNNING OUT OF WILLPOWER

Willpower is mental fuel. Agents need Willpower points to keep going despite fatigue, to resist unwanted persuasion, to resist the effects of indefinite insanities, and on rare occasions to resist or enact unnatural rituals. When Willpower hits zero, you lose control in a bad way. You might pass out or have an emotional breakdown. Work out the details with the CO. The player loses control of the agent until Willpower returns is 1 or higher. An agent with 0 Willpower cannot succeed at any tests—including Sanity tests.

With eight hours of sleep you regain your full Willpower.
VIGNETTES: THE AGENT AT HOME

Many Delta Green scenarios begin in a series of vignettes featuring the agents’ ordinary lives between missions. A vignette is the player’s chance to show what life is like for the agent outside of Delta Green—and the CO’s chance to show how the agent’s involvement in Delta Green corrodes the agent’s life. It should take only a few minutes.

If you’re in an ongoing campaign, vignettes are often most effective at the beginning of a operation. There should be one vignette per player.

If this is the first operation of a campaign, don’t play vignettes before the mission. The players need to learn the rules of the game first.

During a vignette, the player chooses either to have the agent carry on ordinary life outside of Delta Green—focusing on mundane work and relationships—or to undertake some personal pursuit that distracts from those obligations.

ORDINARY LIFE

If the agent focuses on day-to-day obligations and relationships, the player must describe what the agent is doing at work or at home to support each Bond. Then the player rolls a Sanity test for each Bond with a +10% bonus. Success improves the Bond by 1. Failure means some disastrous conflict—possibly related to the agent’s role in Delta Green—reduces the Bond by 1. Describe the conflict and how it changes the relationship.

A PERSONAL PURSUIT

If the agent undertakes a personal pursuit instead, the player chooses one pursuit, describes it, and rolls the appropriate stat, skill, or Sanity test to resolve it. (A pursuit may require a skill or stat test even thought it’s not a life-and-death crisis.)

Then the player must choose one Bond that has been given short shrift during the pursuit and roll a Sanity test for it. Success has no effect. Failure reduces the Bond by 1. Describe the way the relationship has suffered thanks to the personal pursuit.

The player can choose from these pursuits:

Establish a Bond: The agent can attempt to create a new Bond with a character or group. This is not done lightly. It means this new character or group has become one of the most essential, important parts of the agent’s life. The agent must make a CHA×5 test. Success establishes a new Bond with a score equal to half the agent’s CHA (round up). Unfortunately, devoting so much attention to the new Bond reduces the value of every other Bond by 1D3.

Go to Therapy: Therapy is a systematic deconstruction of mental trauma. It is an ongoing process requiring honesty and commitment. If an agent fails to truthfully tell the therapist what caused the SAN loss, healing is sharply limited.

If the agent does tell the truth there can be other problems. First, medical professionals are required to report violence and the intent to commit violence to the authorities. Second, if the SAN loss came from confronting the unnatural, the disbelieving therapist probably attempts to treat the agent for schizophrenia.

Either way, going to therapy requires its own Sanity test. If the SAN roll fails, the agent loses 1 SAN. If it succeeds and the agent talked to the therapist truthfully, it restores 1D6 SAN. If the agent lied about the trauma, success restores 1D3 SAN. Therapy cannot take SAN higher than POW×5. The player
can focus on a Bond to gain a bonus to the Sanity test (see FOCUSING ON BONDS on page XX of the Agent’s Handbook).

If an agent suffers from indefinite insanity, roll the therapists’ Psychology skill. On a critical success, that indefinite insanity is cured. Tell the player to put a note saying “cured” next to the insanity on the character sheet—but not to erase it. The next time the agent gains an indefinite insanity, the player must roll another Sanity test. If it fails, the “cured” insanity returns in full alongside the new one.

**Improve a Skill or Stat:** By training or studying extensively every day, an agent can try to boost a stat or a skill. The player must describe what the agent is doing to improve the stat or skill: taking night classes for INT or a skill, lifting weights for STR, meditating to strengthen willpower for POW, socializing or taking leadership courses for CHA, etc. The player must attempt a test of the stat or skill and fail it. That adds 1D10 percentiles to the skill (to a maximum of its relevant stat × 5) or one point to the stat (to a maximum of 18).

**Recover from Injuries:** The vignette features the agent’s recovery from injuries and how that impacts the rest of his or her life. The player rolls CON × 5 when recuperating at home. If it succeeds, the agent regains an additional 1D3 HP.

**Study the Unnatural:** The agent can spend the vignette studying a forbidden tome, a decrypted flash drive full of shocking data, case reports from a prior Delta Green op, or some other source of unnatural knowledge. This usually raises the agent’s Unnatural skill. The CO describes the results of the study. The player must choose one Bond. It loses 1D3 points as the agent spends more and more time on awful things.

**EXAMPLE:** Between operations, Agent Daryl goes to therapy to try to recover SAN. That’s a personal pursuit for the vignette. The player says Daryl lies to the therapist about the trauma for the sake of operational security, knowing that will reduce the amount of SAN he can regain. He succeeds at the Sanity test and recovers 1D3 SAN. Now the player must name a Bond to test. The player says he’ll put Agent Daryl’s Bond with his wife on the line. He rolls a Sanity test for the Bond and it fails. The CO says Daryl’s wife is fed up with signs that he’s been drinking again while away on missions, and all the time he’s spending in therapy isn’t making things better between them. Agent Daryl’s Bond with his wife drops by a point.

**GETTING THE CALL**

The vignette ends when the agent gets the call from Delta Green. There’s a new operation. Use that to punctuate the vignette’s impact on one of the agent’s Bonds.

Make a note of which Bond got the most attention in the vignette. It might come up in the next operation. Life doesn’t stop just because an agent ran off with Delta Green.

Until it does.