DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
3. EMPLOYER	4. NATIONALITY

5. SEX ☐ F ☐ M ☐ ____ | **6. AGE AND D.O.B.** | **7. EDUCATION AND OCCUPATIONAL HISTORY**

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)			
Constitution (CON)			
Dexterity (DEX)			
Intelligence (INT)			
Power (POW)			
Charisma (CHA)			

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)		
Willpower Points (WP)		
Sanity Points (SAN)		
Breaking Point (BP)		

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence ☐ ☐ ☐ *adapted*   Helplessness ☐ ☐ ☐ *adapted*

APPLICABLE SKILL SETS

☐ Accounting (10%)	☐ First Aid (10%)	☐ Ride (10%)	
☐ Alertness (20%)	☐ Forensics (0%)	☐ Science (0%):	
☐ Anthropology (0%)	☐ Heavy Machinery (10%)		
☐ Archeology (0%)	☐ Heavy Weapons (0%)	☐ Search (20%)	
☐ Art (0%):	☐ History (10%)	☐ SIGINT (0%)	
	☐ HUMINT (10%)	☐ Stealth (10%)	
☐ Artillery (0%)	☐ Law (0%)	☐ Surgery (0%)	
☐ Athletics (30%)	☐ Medicine (0%)	☐ Survival (10%)	
☐ Bureaucracy (10%)	☐ Melee Weapons (30%)	☐ Swim (20%)	
☐ Computer Science (0%)	☐ Military Science (0%):	☐ Unarmed Combat (40%)	
☐ Craft (0%):		Unnatural (0%)	
	☐ Navigate (10%)	Foreign Languages and Other Skills:	
☐ Criminology (10%)	☐ Occult (10%)	☐	
☐ Demolitions (0%)	☐ Persuade (20%)	☐	
☐ Disguise (10%)	☐ Pharmacy (0%)	☐	
☐ Dodge (30%)	☐ Pilot (0%):	☐	
☐ Drive (20%)		☐	
☐ Firearms (20%)	☐ Psychotherapy (10%)	☐	

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

INJURIES

14. WOUNDS AND AILMENTS

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

EQUIPMENT

15. ARMOR AND GEAR

Body armor reduces the damage of all attacks except Called Shots and successful Lethality rolls.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY %	KILL RADIUS	AMMO
(a)							
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY

19. SPECIAL TRAINING	SKILL OR STAT USED

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

20. AUTHORIZING OFFICER

21. AGENT SIGNATURE

THIS IS A WORK OF FICTION

The Character Sheet

Stats

A Delta Green Agent is defined on two sides of one page: the character sheet. Download it at delta-green.com.

The first few lines are self-explanatory: name, profession, age, etc. Leave "code name" blank unless the Handler (the Game Moderator) says otherwise.

Statistics (stats) define what your Agent is broadly good or bad at. Most human adults have a score of 9 to 12 in each.

Each stat has space for its "×5" rating. Multiply the stat by 5 and fill in that number. We'll explain that later.

Finally, each stat has a space for "What Others Notice." There just put in an adjective, something that stands out, for each stat that's below 9 or above 12. If your Agent's INT is 15 you might write "Very clever," for example.

Attributes

Derived Attributes are point values that change. "Hit Points (HP)" indicate physical health. "Willpower Points (WP)" indicate mental fortitude and drive. "Sanity Points (SAN)" indicate your Agent's connection with reality as most humans understand it. If your agent loses SAN, the "Breaking Point" is the exact point of SAN at which he or she will develop a new disorder.

Under "Incidents of SAN Loss Without Going Insane" are three check boxes each for Violence and Helplessness. If your Agent loses SAN due to Violence or Helplessness but doesn't go insane or suffer a new disorder, mark an appropriate check-box. If the Agent goes insane or gains a new disorder due to that type of trauma, erase all its marks. If you mark all three boxes, your Agent becomes "Adapted" and can tolerate that kind of trauma more than other characters; circle "Adapted."

Bonds

A Bond is one of the most important human relationships in your Agent's life. It's usually a specific person (spouse; son or daughter; best friend) but it might be a group of people who are tightly enough bound that a relationship with one affects relationships with the others (platoon from the war; support group).

Each Bond has a score that equals the Charisma stat. When a Bond's score falls, that relationship suffers.

Especially demanding professions allow fewer Bonds.

Motivations

Your Agent starts with five motivations: personal beliefs, drives, or support mechanisms. They don't have scores and aren't as powerful as Bonds. Instead, motivations are expressions of Sanity. Bring them up in play to show what makes your Agent tick: what motivates and supports your Agent, what gives his or her life meaning. Each time your Agent's SAN hits the Breaking Point, remove one motivation.

Skills

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

Every skill has a base value in parentheses, like "Athletics (30%)". Every Delta Green Agent starts with that much. Having a skill above the base value indicates more training and experience in it. With 40 or more above base value you're an expert or a full-time professional.

Weapons

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

Get the other entries from the *Delta Green* rules. "Base Range" is the distance at which the weapon can be used without a penalty. "Damage" is the amount it reduces the target's Hit Points. "Armor Piercing" is the amount it reduces the target's Armor Points.

Write notes about other important equipment in the "Armor and Equipment" space. Wearing body armor lets you subtract its Armor Points from a damage roll.

Special Training

Some bodies of knowledge aren't common to every Agent but don't require the extensive commitment of skills. An Agent might know how to use lockpicks without having a career in Craft (Locksmith), for example.

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

If the Handler says your Agent has a particular kind of special training, write it and the relevant stat or skill in one of the spaces.

'Home' Notes

Take notes when events in a Delta Green operation have an impact (rarely good) on your Agent's career and personal life. If your Agent gains a new disorder, for example, it may not manifest right away. Note how you got it and determine the details between operations.

Agent Creation
Delta Green: The Role-Playing Game // CREATING AN AGENT

1. Statistics

Pick one of the following sets and assign each score to one stat. Trade points from one stat to another if you like.

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

2. Derived Attributes

» **HIT POINTS (HP):** Average of STR and CON.
» **WILLPOWER POINTS (WP):** POW.
» **SANITY POINTS (SAN):** POW × 5.
» **BREAKING POINT:** SAN minus POW.

3. Profession and Skills

Choose a profession from *Need to Know* or the *Agent's Handbook* that suits your Agent's stats and your interests.

» Write down starting skills. All others are at the base values listed on the character sheet.
» Note the number of Bonds.
» Choose any eight skills (except Unnatural). Add 20% to the current value of each. You can increase a skill more than once, but none higher than 80%.

4. Bonds

Each starts with a score equal to your Agent's CHA.

Bond Examples

1. Spouse or ex-spouse
2. Son or daughter
3. Favored parent or grandparent
4. Best friend
5. Long-time coworker or partner
6. Psychologist or therapist
7. Spouse and children
8. Parents
9. Siblings
10. Colleagues in an intense, difficult job or calling
11. Church or support group
12. Fellow survivors of a shared trauma

5. Finishing Details

» Name, age, appearance, personality, motivations.
» Describe something admirable about your agent.
» Describe something others dislike about your agent.

What Brought You to Delta Green?

Choose one type of traumatic background and apply all the listed modifiers.

Extreme Violence
» +10% to Occult.
» −5 SAN.
» −3 CHA.
» Losing 3 CHA means −3 from each Bond.
» You are Adapted to Violence.

Captivity or Imprisonment
» +10% to Occult.
» −5 SAN.
» −3 POW (this does not affect SAN).
» You are Adapted to Helplessness.

Hard Experience
» +10% to Occult.
» +10% to any four skills (except Unnatural). (This can raise a skill higher than 80%.)
» −5 SAN.
» Remove one Bond.

Things Man Was Not Meant to Know
» +10% to Unnatural.
» +20% to Occult.
» Reduce SAN by POW.
» Reset Breaking Point to new SAN minus POW.
» Gain a disorder caused by the Unnatural.

WHAT SKILL RATINGS MEAN

01%–19%	Dabbler (assuming the skill began at 0%)
20%–29%	Hobbyist
30%–39%	Basic training or a college minor
40%–59%	Years of experience or a college major
60%–79%	Decades of experience or a grad degree
80%–99%	A lifetime's mastery

Professions

The Program: Agents

A typical Agent of the Program is a federal law-enforcement officer, intelligence officer, or special-operations officer: an educated professional who is capable of conducting difficult investigations and covering them up, and who is well-trained in self-defense. Agents are often accompanied by *specialists* (see page 2), who have deep academic, medical, or scientific skills, or important bureaucratic access and contacts. Each profession includes its page number in the *Agent's Handbook*. Those in **bold** are generic or standard professions that can apply to many different agent backgrounds.

SPECIAL AGENTS & POLICE	SWAT & SPECIAL OPERATORS	OTHER MILITARY	INTELLIGENCE CASE OFFICERS	OTHERS
Federal Agent *20*	**Special Operator** 21	**Soldier or Marine** 25	**Intelligence Case Officer** 24	**Criminal** 23
Police Officer 25	CIA SAD/SOG 152	U.S. Army 1st Brigade, 1st Cavalry 131	CIA Clandestine Service 152	**Firefighter** 23
FBI CID 113	DEA FAST 117	U.S. Army 4th MIST 144	CIA SAD/PAG 152	
DEA Operations 117	FBI HRT/SWAT 113	U.S. Army 10th Mountain Division 131	FBI Directorate of Intelligence 113	
ICE HSI 121	ICE Special Response Team 121	U.S. Army 902nd Military Intelligence 130	FBI Intelligence and Operations Support 113	
ICE Removal Division 121	USAF 24th Special Operations Wing/720th Special Tactics Group 143	USMC Combat Camera 138	FBI National Security Branch 113	
USMS Investigative Operations 124	U.S. Army 1st Special Forces Group 143	USMC Security Force Regiment 139		
U.S. Navy NCIS 135	U.S. Army 75th Ranger Regiment 143	U.S. Navy EOD 135		
Dept. of State Bureau of Diplomatic Security 156	U.S. Army ISA 144			
EPA Office of Criminal Enforcement, Forensics and Training 163	USMC FORECON 138			
FBI National Security Branch 113	USMC Maritime Special Purpose Force 138			
	USMC Raider Regiment 145			
	USMS SOG 124			
	U.S. Navy DEVGRU/SEALs 145			

The Program: Specialists

Many of the Program's Agents are *specialists,* who have deep academic, technical, or medical skills, or important bureaucratic access and contacts. Many specialists do not have investigative or self-defense training, so they are usually accompanied by agents who do (see page 1). A specialist usually has a "home" team of Agents but may be temporarily assigned to other teams as needed. Each profession includes its page number in the *Agent's Handbook.* Those in **bold** are generic or standard professions that can apply to many different Agent backgrounds.

HUMANITIES & MEDIA	SCIENCE & TECHNOLOGY	MEDICAL	PILOTS & SAILORS	BUREAUCRATS & DIPLOMATS	INTELLIGENCE ANALYSTS
Anthropologist or Historian 20	**Computer Scientist or Engineer** 20	**Physician** 21	**Pilot or Sailor** 25	**Foreign Service Officer** 23	**Intelligence Analyst** 24
Media Specialist 24	**Scientist** 21	**Nurse or Paramedic** 25	USAF 41st Rescue Squadron 132	**Lawyer or Business Executive** 24	CIA Directorate of Analysis 152
CDC Office of Public Health Scientific Services 160	CDC Emergency Operations Center 160	CDC Emergency Operations Center 160	USAF 354th Fighter Squadron 133	**Program Manager** 25	Dept. of State Intelligence and Research 156
DEA Operational Support 117	CDC Office of Public Health Preparedness and Response 160	CDC Office of Public Health Preparedness and Response 160	USAF 432nd Operations 133	CDC Emergency Operations Center 160	FBI Directorate of Intelligence 113
Dept. of State Intelligence and Research 156	CDC Office of Public Health Scientific Services 160	CDC Office of Public Health Scientific Services 160	U.S. Army 160th Special Operations Aviation 144	CDC Office of Public Health Preparedness and Response 160	FBI National Security 113
ICE HSI/ Intelligence 121	DEA Operational Support 117	FBI Intelligence and Operations Support 113		DEA Operational Support 117	ICE HSI/ Intelligence 121
	DEA Special Operations Division 117	Public Health Service Commissioned Corps 160		Dept. of State Intelligence and Research 156	USAF 70th Intelligence, Surveillance and Reconnaisance 133
	EPA Regional Office Specialist 163	U.S. Army Medical Corps 131		Dept. of State INL 156	USAF 614th Air and Space Operations 132
	FBI Intelligence and Operations Support 113	U.S. Navy Hospital Corps 135		Dept. of State WHA 156	
	Public Health Service Commissioned Corps 160			Diplomatic Courier Service 156	
	USAF 70th Intelligence, Surveillance and Reconnaisance 133				
	USAF 318th Cyberspace Operations 133				
	USAMRIID 130				

The Incursion

What Brought Your Agent to Delta Green?

Beyond the edges of reality are unnatural powers that outstrip human understanding. Sometimes those powers bleed through and destroy everything they touch. Sometimes people study them, and the knowledge festers like a cancer of the mind. Your Agent probably experienced the unnatural in some crisis that caught the attention of Delta Green. The Agent was recruited, so we know a few things about how the Agent reacted—but the reasons for your Agent's responses are up to you:

» Your Agent recognized the catastrophic danger of the incursion.
» Your Agent helped stop it.
» Your Agent agreed to stay quiet for the sake of protecting the public and preventing another incursion.
» When Delta Green needed help with another investigation and cover-up later, your Agent answered the call.

What happened in the incursion is up to the Handler. If the Handler says to make it up and you want some ideas, roll 1D4, 1D6, 1D8, 1D10, and 1D12 and look up details here.

D4	ENVIRONMENT
1	Urban
2	Suburban or exurban
3	Rural
4	Wilderness or ocean

D6	VECTOR
1	A lone wolf
2	A family cult
3	A militant or corrupted religious sect
4	A linguistic or historical discovery
5	A scientific or technological discovery
6	A bystander exposed accidentally

D8	DELTA GREEN'S COVER INVESTIGATION
1	Violent crime across state lines or on federal property
2	Terrorism
3	Theft or fraud
4	Drug trafficking
5	Environmental crime
6	Kidnapping
7	Natural disaster
8	Plane, train, or ship disaster or disappearance

D10	COMPLICATION
1	Your Agent was badly hurt
2	Witness audio, video, or photos went online
3	Journalists had to be misled
4	First responders were hurt or killed
5	Bystanders were hurt or killed
6	Professional blowback
7	Legal or criminal repercussions
8	Part of the threat escaped
9	Evidence went to a non-Delta Green lab
10	Your Agent does not remember some of what happened

D12	INCURSION
	An unnatural entity or phenomenon…
1	…feeding on human flesh and blood
2	…feeding on psychic energies
3	…reproducing
4	…seeking servants
5	…studying humanity
6	…taking physical form through human infestation
	A human being…
7	…seeking contact with an unnatural entity
8	…utilizing an unnatural artifact or device
9	…performing an unnatural ritual
10	…transforming into something unnatural
11	…psychically possessed
12	…studying the remnants of an unnatural incursion

DELTA GREEN

Cosmic terror meets the War on Terror in a new role-playing game of Lovecraftian horror and personal apocalypse.

KALI GHATI
A Delta Green operative is missing from a U.S. base in Afghanistan. It's up to the player characters—soldiers, spies or academics with Delta Green clearance—to find him before the disappearance draws the kind of attention that the group cannot afford. Includes six ready-to-play Agents.

LOVER IN THE ICE
An apocalyptic ice storm has crippled a Missouri town. While securing a forgotten storage facility packed with artifacts of Delta Green operations, the Agents confront a horror that gruesomely invades and mutilates its victims. Can they overcome the threat, or will they doom everyone in the horror's path?

THE STAR CHAMBER
A Delta Green operation in Myanmar went disastrously wrong. The player characters must interview the team responsible and determine who's at fault. "The Star Chamber" plays out the action from one conflicting point of view to the next. The players must decide who, if anyone, is telling the truth.

The most highly-rated Cthulhu Mythos roleplaying setting of all time is back in a terrifying new game

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DELTA GREEN: THE ROLE-PLAYING GAME
is written by the award-winning creators of *Unknown Armies, Godlike, [PROTOTYPE], Trail of Cthulhu,* and *The Unspeakable Oath.*

DECEPTION *IS A RIGHT*
TRUTH *IS A PRIVILEGE*
INNOCENCE *IS A LUXURY*

THE MISSION IS NEVER OVER

Skills and Willpower

Delta Green: The Role-Playing Game // PLAYING THE GAME

Using Skills

- » **ROLL DICE**: When a crisis calls for randomness and things are not under control; in combat; when it hinges on unpredictable NPC behavior. Roll the skill's rating or lower on percentile dice to succeed.
- » **DON'T ROLL DICE**: When things are calm and under control. The better the skill, the more your Agent achieves or discovers.
- » **USING STATS**: If it's "common knowledge" or something most people might achieve without extensive education or training, use a stat × 5 as the rating instead of a skill.

Modifiers

Bonuses and penalties are uncommon outside combat. If a modifier does apply, it's usually ±20% (things are especially good or bad for your Agent) or, rarely, ±40% (you almost shouldn't even need to roll).

Crits and Fumbles

- » **CRITICAL SUCCESS:** 01 or success with matching dice (11, 22, 33, etc.). A critical success is much more effective than usual.
- » **FUMBLE:** 00 or failure with matching dice (99, 88, 77, etc.) A fumble is an even worse failure than usual.

Opposed Rolls

If one character actively interferes with another, both roll. A critical beats an ordinary success; otherwise the highest successful roll wins. If no rolls are required, the highest rating wins.

Sanity Tests

Make a Sanity (SAN) test by rolling the Agent's current SAN or lower on percentile dice. See **SANITY THREATS** on page 11 for the effects of failure.

Willpower

Agents require Willpower Points to keep going despite exhaustion, to resist interrogation and persuasion, to withstand mental trauma, and to resist or enact unnatural rituals.

- » **LOW WILLPOWER**: At 1 or 2 WP the stresses on the Agent incur a –20% penalty to all actions until WP rise above 2.
- » **NO WILLPOWER:** At 0 WP an Agent collapses in a breakdown, incapacitated and perhaps unconscious, and cannot succeed at any tests including SAN tests.
- » **REGAINING WILLPOWER:** A full night's sleep restores 1D6 WP.

Exhaustion

An Agent who works too long or faces injury or extreme stress loses 1D6 WP and suffers incurs a –20% penalty to all tests (including SAN tests). Further exhaustion may cost more WP. A good night's sleep removes the penalty.

- » **STIMULANTS**: Taking mild stimulants removes the exhaustion penalty for 1D6 hours, or 2D6 for hard drugs. Frequent use makes addiction likely as your Agent's next disorder.

Sleeplessness

The first time you try to sleep after suffering temporary insanity or gaining a new disorder you must make a SAN test to get any rest.

- » **SEDATIVES**: Alcohol or sleeping pills grant a +20% bonus to the SAN test to get to sleep. If the test fails anyway your Agent is sick the next day, at a –20% penalty to all tests. Frequent use makes addiction likely as your Agent's next disorder.

Bonding With Delta Green

After someone in your Agent's Delta Green team undergoes a catastrophic trauma—suffers temporary insanity, gains a new disorder, is incapacitated by injuries, *etc.*—your Agent must make a SAN test. Success has no effect. Failure means bonding with up to five teammates.

- » If the Agent doesn't already have a Bond with the teammate, gain a new Bond equal to half your Agent's CHA. Immediately lose 1D4 points from one other (non-Delta Green) Bond.
- » If your Agent already has a Bond with the teammate, add 1D4 to it (up to your Agent's CHA). Subtract 1 from one other (non-Delta Green) Bond.

Home

A long-term Delta Green game features occasional scenes that focus on agents' everyday lives. Use them to explore the things that are most important in your agent's life and the costs of involvement in Delta Green.

An Agent in a "Home" scene may choose a personal pursuit. See **PERSONAL PURSUITS** on page 12.

Use a "Home" scene to describe what has changed for the Agent in the aftermath of the last operation:

- » Bonds damaged or broken.
- » Permanent injuries sustained.
- » New disorders gained.
- » Repercussions at work for misusing contacts, authority, or resources.
- » Criminal prosecution if arrested.

Combat

The Combat Turn

Each turn represents a few seconds of fighting. Combatants act in order from highest DEX to lowest. When your Agent's turn comes, pick one action.

» **AIM**: +20% to the next roll.
» **ATTACK**: Inflict damage. One attack and damage roll usually represents a few shots or blows.
» **CALLED SHOT**: Ignores cover or armor but at a –20% penalty, or –40% for an especially hard shot.
» **DISARM**: Roll Unarmed Combat. The target gets a free Melee Weapons roll to oppose it.
» **DODGE**: Roll Dodge to oppose an attack, disarm or pin. You can take this action before your turn comes up. Your roll can protect you from more than one attack.
» **ESCAPE**: Escape being pinned. Roll STR, DEX, or Unarmed Combat opposed by a free STR or Unarmed Combat roll by your opponent.
» **FIGHT BACK**: You can take this action before your Agent's turn. Roll Melee Weapons or Unarmed Combat to oppose an attack. Choose an action with which to fight back: an *attack,* a *called shot*, a *disarm,* or a *pin.* One roll can protect against multiple attacks in a turn, but can inflict damage (or disarm or pin) only once.
» **MOVE**: Jog 10 m, run 20 m, or sprint 30 m. (Or move up to 3 m as part of another action.)
» **PIN**: Hold someone down. The target gets a free Unarmed Combat roll to oppose it. Your Agent can attack the pinned target in later turns. Unarmed and Melee Weapons attacks on a pinned target are at +20%.
» **WAIT**: Act after someone else.
» **ANYTHING ELSE**: Anything that takes a moment's concentration.

Damage

At 1 or 2 HP, your Agent is critically hurt and incapacitated. At 0 HP, your Agent dies. HP don't go below 0.

» **UNARMED**: 1D4–1
» **TASER**: Stun (CON test to act), then –20% for 1D20 turns
» **CLUB OR KNIFE**: 1D4 or 1D6
» **PISTOL**: 1D8, 1D10, or 1D12
» **RIFLE**: 1D12 or 1D12+2
» **SHOTGUN (FIRING SHOT)**: 2D10 up to 10 m range, 2D6 up to 20 m, or 1D6 beyond 20 m

Lethality

A heavy weapon like a grenade or machine gun makes a percentile Lethality roll instead of rolling ordinary damage.

» **SUCCESS**: Target drops to 0 HP.
» **FAILURE**: Add up the roll's digits as ordinary damage.

Kill Radius

A heavy weapon may have a Kill Radius. Choose its center before attacking. An attack with a Kill Radius of 10+ m is at +20% to hit.

» **HIT**: Roll Lethality for everyone inside the radius, unless the Handler says some go unhurt. Everyone who survives is suppressed.
» **MISS**: Everyone who would have been in the radius is suppressed.
» **SUPPRESSION**: Your Agent's next action must be to hide behind cover or go prone; or lose 1 SAN.

Armor

» **BODY ARMOR**: Reduces HP damage from any attack except a called shot, but has no effect on a successful Lethality roll.
» **COVER**: Makes a Lethality roll fail automatically; reduces HP damage from any attack except a called shot.

Unusual Attacks

» **POINT-BLANK**: +20%, up to 3 m.
» **LONG RANGE**: –20% beyond base range, or –40% beyond 2× base range.
» **SHOTGUN FIRING SHOT**: +20% to hit beyond point-blank range; double the target's Armor Points.
» **HOLLOW-POINT BULLETS**: +1 damage but double the target's Armor Points.
» **LASER SIGHT**: +20% if your Agent has taken no damage since his or her last turn.
» **TELESCOPIC SIGHT**: Double base range if taking the aim action.
» **3-ROUND BURST**: Lethality 10%, one target.
» **10-ROUND SPRAY**: Lethality 10%, Kill Radius 2 m.
»

Healing

» **FIRST AID**: Restores 1D4 HP. At 0 HP, it helps only if the Handler says so.
» **SURGERY OR MEDICINE**: Restores 1D4 HP once per week.
» **REST**: Roll CON×5 daily to heal 1 HP.

Sanity

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Sanity Threats

The three types of SAN loss are Violence, Helplessness, and the Unnatural. Roll SAN. *Success:* Suffer the first listed loss (the minimum possible with a critical). *Failure:* Suffer the second listed loss (the maximum possible with a fumble).

Suffering Violence

	Loss
Ambushed or hit by gunfire	0/1
Surprised by a corpse	0/1
…It's someone you love	0/1D4
Stabbed, strangled or shot	0/1D4
Set on fire	0/1D6
Reduced to 2 HP or fewer	0/1D6
Tortured	0/1D10

Inflicting Violence

	Loss
Seriously harm an innocent	0/1D4
Shove a teammate's body into an incinerator to thwart outside investigation*	0/1D4
Kill in self-defense*	0/1D4
Kill a murderous enemy in cold blood*	0/1D6
Torture someone	0/1D8
Accidentally kill an innocent*	0/1D8
Kill an innocent in cold blood, even for a good reason*	1/1D10

* For a failed roll, add 1 per victim up to the maximum possible roll.

Helplessness

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

Insanity

Losing SAN leads to insanity. A short, sharp shock can cause temporary insanity. Traumas accumulated over time can cause long-term disorders.

Temporary Insanity

If you lose 5 or more SAN from one incident, you go temporarily insane. That's a complete breakdown where the "fight, flight, or submit" response completely takes over until the Handler says you snap out of it.

Disorders

Each time your SAN hits your Breaking Point, two things happen *instantly.* (1) You gain a long-term disorder according to the threat that caused the SAN loss. (2) Reset your Breaking Point to your new SAN minus your POW. Here are sample disorders. Details and others can be found in the *Agent's Handbook*.

Disorders From Violence
  » PTSD
  » Depression
  » Addiction
  » Sleep disorder

Disorders From Helplessness
  » Depression
  » Obsessive/compulsive disorder
  » Anxiety disorder
  » Addiction

Disorders from the Unnatural
  » Depersonalization disorder
  » Depression
  » Sleep disorder
  » Amnesia

Permanent Insanity

If SAN drops to zero, your Agent goes permanently insane and becomes a non-player character.

Resistance

An Agent can resist SAN loss and insanity through adaptation and the strength of Bonds.

Adaptation

An Agent who loses SAN from a threat three times without going insane becomes adapted. An adapted Agent always succeeds at SAN tests for that threat. No Agent can adapt to the Unnatural.

  » **VIOLENCE:** Lose 1D6 CHA and the same amount from each Bond.
  » **HELPLESSNESS:** Lose 1D6 POW (this does not change SAN).

Projection

When your Agent loses SAN, you can spend 1D4 WP to reduce the SAN loss by the same amount. Reduce one Bond by that much. Next time the Agent interacts with that Bond, describe the deterioration.

Repressing Insanity

An Agent suffering temporary insanity or an acute episode of a disorder can try to repress it by focusing on Bonds.

  » Spend 1D4 WP.
  » Reduce one Bond by the WP spent. The next time the Agent interacts with that Bond, describe the strain.
  » Attempt a new SAN test. If it succeeds, your Agent stifles the symptoms of insanity and you retain control of the character.

Personal Pursuits

In a "Home" scene, choose and describe one personal pursuit for each Agent. Determine how it affects the Agent's Bonds, skills, and Sanity. No personal pursuit can increase SAN beyond POW×5 or a Bond's score beyond the Agent's CHA.

PURSUIT	COST	ROLL	EFFECTS
Fulfill responsibilities	None.	SAN.	» *Fumble:* Reduce a Bond by 1D4. » *Failure:* No effect. » *Success:* Improve a Bond by 1D6. » *Critical:* Improve a Bond by 1D6 and gain 1 SAN.
Back to nature	Reduce a non-DG Bond by 1.	SAN.	» *Fumble:* Lose 1D4 SAN. » *Failure:* No effect. » *Success:* Gain 1D4 SAN. » *Critical:* Gain 4 SAN.
Establish a new Bond	Reduce a non-DG Bond by 1D4.	CHA×5.	» *Failure:* No effect. » *Success:* Gain a new Bond with a score of ½ CHA.
Go to therapy, sharing truthfully	Reduce a non-DG Bond by 1.	Luck or the therapist's Psychotherapy skill.*	» *Fumble:* Lose 1 SAN. » *Failure:* No effect. » *Success:* Gain 1D6 SAN. » *Critical:* Gain 6 SAN. A disorder goes into remission. Gain a Bond with the therapist at ½ CHA (or add 1D4 to an existing Bond).
Go to therapy, not sharing truthfully	Reduce a non-DG Bond by 1.	Luck or the therapist's Psychotherapy skill.	» *Fumble:* Lose 1 SAN. » *Failure:* No effect. » *Success:* Gain 1D4 SAN. » *Critical:* Gain 4 SAN. A disorder goes into remission. Gain a Bond with the therapist at ½ CHA (or add 1D4 to an existing Bond).
Improve a skill or stat	Reduce a non-DG Bond by 1.	The skill or stat to be improved.	» *Failure:* Add 1 to a stat or 1D10 to a skill. » *Success:* No effect.
Indulge a personal motivation	Reduce a non-DG Bond by 1.	SAN.	» *Fumble:* Lose 1 SAN. » *Failure:* No effect. » *Success:* Gain 1 SAN. » *Critical:* Gain 1D4 SAN.
Special training	Reduce a non-DG Bond by 1.	None.	Gain special training with a skill or stat.
Stay on the case	Reduce a non-DG Bond by 1 and gain 1D6−3 SAN.	Criminology or Occult; the Handler rolls secretly.	» *Fumble:* Uncover a dangerously wrong clue. » *Failure:* No effect. » *Success:* Uncover a pertinent clue. » *Critical:* Uncover an especially valuable clue.
Study the unnatural	Reduce a non-DG Bond by 1D4.	Depends on the source.	Depends on the source.

* If you describe criminal or unnatural events and the therapist thinks they are delusions, the roll is at a −20% penalty. If the therapist does not think they're delusions, there's a risk of criminal investigation or further exposure of the unnatural.