# (U) DELTA GREEN: EXECUTIVE SUMMARY

*This document is a 8-page summary of the rules for the Delta Green Roleplaying Game by Arc Dream Publishing. This document does not exactly reproduce the Delta Green rules; it's not nearly as comprehensive as the official Need to Know product and contains deviations to account for ease of reference and personal taste. But in any case, I hope someone finds it useful. MORE AT WRONGROOM DOT NET.*

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## 1. INTRODUCTION

*Delta Green* is a roleplaying game about cosmic terror and deadly conspiracy. It's about people making awful choices and doing terrible things to prevent far worse horrors: incursions of unnatural forces that infect and destroy humanity.

You play an Agent of Delta Green, a covert, cell-based group within the U.S. Government that investigates, contains, and conceals unnatural threats. Agents have experienced the unnatural at least once, which brought them to the attention of Delta Green in the first place. Most Agents have limited knowledge of the unnatural; those who know more suffer that knowledge like a cancer of the mind.

*Delta Green* takes place in the same universe as the *Call of Cthulhu* roleplaying game and the works of H.P. Lovecraft, which you can read for free at the H.P. Lovecraft Archive. Inspirations for *Delta Green* include *Sicario* (2015), *True Detective: Season 1* (2014), and *The X-Files* (2002).

## 2. QUICK CHARACTER CREATION

### 2.1. Process

1. **Stats:** For each stat in the order listed, roll 4d6 and drop the lowest.
2. **Hit Points (HP):** Maximum and current HP equal the average of STR and CON, rounded up
3. **Willpower (WP):** Maximum and current WP equal POW.
4. **Sanity (SAN):** Maximum SAN is 99. Current SAN equals POW x 5.
5. **Breaking Point:** BREAKING POINT equals current SAN – POW.
6. **Bonus Damage:** Bonus damage applies to hand-to-hand combat only. Record bonus damage in the PHYSICAL DESCRIPTION section of the character sheet.
   - **STR 3–4:** −2
   - **STR 5–8:** −1
   - **STR 9–12:** +0
   - **STR 13–16:** +1
   - **STR 17–18:** +2
7. **Skills:** Assign the following values to your Agent's skills, except the Unnatural skill. Checkboxes next to skills are only used during play. For more information, refer to the SKILLS section on the next page.
   - One 60%
   - Two 50%
   - Three 40%
   - Four 30%
   - Eight 20%[A]
8. **Bonds:** Define 3 bonds[B]. Each bond represents an individual or group of people vital to your Agent's life. These bonds start with scores equal to your Agent's CHA.
9. **Employer:** Pick military (MIL), government (FED), private company/contractor (CIV), or N/A[C].
10. **Delta Green:** Refer to the DELTA GREEN section on the next page.

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[A] Either add 20% to a skill your Agent already has (max 80%) or start a new skill at 20% + base rating. This cannot bring a skill higher than 80%.
[B] If you have difficulty picking bonds, use your Agent's skills as a guide (e.g., Firearms—Range Buddies).
[C] "N/A" means your Agent is either unemployed or working for themselves (e.g., small business, freelance).

## 2.2. Skills

Skills are listed in APPENDIX A. Skills are self-explanatory except for the following:

- **Craft:** Mastery of a difficult trade, such as electronics, carpentry, or plumbing
- **Human Intelligence (HUMINT):** Deciphering human behavior and motivations
- **Military Science:** Military processes, institutions, and behavior, as well as warfare
- **Signal Intelligence (SIGINT):** Identifying, encrypting, and decrypting signals
- **Unnatural:** Knowledge of things mankind was not meant to know

## 2.3. Delta Green

Most new Agents are not yet part of Delta Green. If your Agent is already part of Delta Green, pick one of the following:

- **Extreme Violence:**
  - +10% Occult[D]
  - −5 current SAN
  - −3 CHA
  - −3 each bond
  - ADAPTED to violence
- **Captivity or Imprisonment:**
  - +10% Occult[D]
  - −5 current SAN
  - −3 POW
  - ADAPTED to helplessness
- **Hard Experience:**
  - +10% Occult[D]
  - −5 current SAN
  - Lose a bond
  - 4 skills at 10%[E], except the Unnatural skill
- **Forbidden Knowledge:**
  - +10% Unnatural
  - +20% Occult[D]
  - −10 maximum SAN
  - Current SAN is reduced to current BREAKING POINT
  - New BREAKING POINT becomes current SAN – POW
  - Choose a disorder caused by the unnatural from APPENDIX B

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[D] This cannot bring Occult higher than 80%. If your Agent does not have Occult, add base rating.
[E] Either add 10% to a skill your Agent already has (no maximum) or start a new skill at 10% + base rating. This cannot bring skills higher than 90%.

# 3. CORE MECHANIC

## 3.1. Skill or Stat?

A skill is required if your Agent is trying to do something that can only be achieved with a great deal of training. The Handler decides which skills apply, if any. A stat is required if your Agent is trying to do something anyone can do without training.

## 3.2. Determining Success

If the situation is calm and your Agent has time to think, ask questions, and prepare, the Handler decides how much of the skill or stat they need. If the situation is a crisis and everything is spinning out of control, roll the dice instead.

### 3.2.1. Skill Ratings

- **01–19%:** Dabbler
- **20–29%:** Hobbyist
- **30–39%:** Basic training or college minor
- **40–59%:** Years of experience or college major
- **60–79%:** Decades of experience or graduate school
- **80–99%:** A lifetime of mastery

## 3.3. Rolling Dice

Roll d100 to get a result from 01–100. If you roll your Agent's skill or lower (or your Agent's stat times 5 or lower), they succeed; otherwise, they fail. If your Agent fails a skill roll, check the box next to that skill, except the Unnatural skill.

### 3.3.1. Critical Success

Your Agent gets a critical success if you roll a success and doubles, or you roll 01. Your Agent succeeds as perfectly as possible.

### 3.3.2. Fumble

Your Agent fumbles if you roll a failure and doubles, or you roll 00. Your Agent fails and suffers some other detriment.

## 3.4. Advantage and Disadvantage

If the Handler thinks circumstances are especially dire or favorable, they modify the chance of success by –20% or +20%, respectively. In extraordinary circumstances, this could be –40% or +40% instead.

## 3.5. Contests

If two characters are in opposition to each other, roll as usual. Critical successes beat successes; otherwise, the highest roll wins (i.e., whoever rolled closest to their rating without failing). If both fail, the result is up to the Handler (e.g., tie, keep trying, inconclusive).

If the contest is more substantial, two wins are needed, or three if the contest is particularly drawn out. Wins cancel each other out. Critical successes count as two wins and fumbles give two wins to the opposition.

## 3.6. Luck

Sometimes, the Handler calls for a Luck roll. This always has a 50% chance of success regardless of stats, skills, or circumstance.

## 4. COMBAT

Combat can take your Agent out of the game quickly and permanently. Don't engage in it lightly.

### 4.1. Turns

Combat is resolved in turns. The character with the highest DEX goes first, then the character with the next-highest DEX, and so on until all characters have taken their turns.

### 4.2. Actions

When it's your Agent's turn, choose one action. Your Agent can move 3 meters as part of another action besides Move.

- **Aim:** Add +20% to your Agent's next attack.
- **Attack:** Inflict damage. One attack usually represents a series of blows or 2–3 shots with a firearm. Includes SELF-DEFENSE (HAND-TO-HAND).
- **Called Shot:** Your Agent's next attack ignores cover, armor, and collateral damage at a –20% penalty, or –40% for an especially hard shot.
- **Disarm:** Roll Unarmed Combat to force the target to drop a weapon or object. Includes SELF-DEFENSE (HAND-TO-HAND).
- **Dodge:** As a REACTION, move up to 20 meters to reach cover. Includes SELF-DEFENSE.
- **Escape:** Get out of a pin. Roll either Unarmed Combat or STR (whichever is higher) against the character pinning your Agent. On a success, your Agent is no longer pinned. On a failure, your Agent remains pinned and cannot defend against attacks. Includes SELF-DEFENSE (HAND-TO-HAND).
- **Fight Back:** If someone targets your Agent with a hand-to-hand attack, as a REACTION, roll Melee Weapons or Unarmed Combat to attack them. Includes SELF-DEFENSE (HAND-TO-HAND), which also applies to the attack your Agent is fighting back against.
- **Improvise:** Anything that takes a moment's concentration.
- **Interact:** Spend 3 meters of movement to interact with an object (e.g., open a door, swap weapons).
- **Move:** Jog up to 10 meters, run up to 20 meters, or sprint up to 30 meters.
- **Pin:** Hold someone down. Your Agent can attack the pinned target in later turns. Melee Weapons and Unarmed Combat attacks on a pinned target are at +20%. A pinned character can take no actions except Escape. While pinning a target, you decide whether and when the target can speak. Includes SELF-DEFENSE (HAND-TO-HAND).
- **Wait:** Your Agent skips their turn. Before your Agent's next turn, they can take a turn immediately after another character's turn.

#### 4.2.1. Reaction

If an action includes REACTION, your Agent can take that action at any point before your next turn, but it counts as their action for that turn.

#### 4.2.2. Self-Defense

If an action includes SELF-DEFENSE, that roll is used to defend against all other attacks until your Agent's next turn. If your roll beats an incoming attack, it deals no damage. SELF-DEFENSE (HAND-TO-HAND) can only be used to defend against hand-to-hand attacks.

# 5. DAMAGE

## 5.1. Hit Points

### 5.1.1. Injury

When reduced to 1–2 HP, your Agent falls unconscious for 1 hour or until healed to 3+ HP.

Additionally, you must roll CON or your Agent suffers an INJURY, which causes them to permanently lose points from a stat chosen by the Handler as if the lowest die rolled were a ten-sided die. A stat cannot be reduced below 3 in this way. Record each INJURY in the PHYSICAL DESCRIPTION section of the character sheet.

### 5.1.2. Death

When reduced to 0 HP, your Agent dies, though your Agent can be kept alive with First Aid or Surgery at the Handler's discretion.

### 5.1.3. First Aid

A First Aid roll restores 1d4 HP but cannot be used on the same Agent again until they lose more HP.

## 5.2. Lethality

Sometimes a threat is so dire ordinary damage isn't enough. A lethality rating is the chance the target is immediately reduced to 0 HP. If that fails, the target still takes damage equal to the total of dice rolled as if they were individual ten-sided dice.

### 5.2.1. Kill Radius

Lethality damage that can affect multiple targets has a kill radius. Explosives have a +20% chance to hit. On a hit, roll lethality for everyone in the kill radius, and any survivors are suppressed. On a miss, everyone in the kill radius is SUPPRESSED.

### 5.2.2. Suppressed

If your Agent is SUPPRESSED, their next action must be either Dodge (they do not move 20 meters) or any other action at the cost of 1 SAN. Characters adapted to violence cannot be SUPPRESSED.

## 5.3. Armor

All armor—which includes cover—has an armor rating. Armor reduces damage from non-lethality attacks by its rating. Cover causes lethality rolls to automatically fail. Armor-piercing weapons ignore the listed amount of armor rating.

## 5.4. Willpower

Your Agent suffers WP damage when they preserve their Sanity, use magic, go without sleep, or resist interrogation or torture.

At 0 WP, an Agent cannot succeed at any rolls, including SAN rolls.

### 5.4.1. Exhaustion

An Agent at 1–2 WP suffers EXHAUSTION, which causes –20% to all rolls.

# 6. SANITY

## 6.1. Losing Sanity

Your Agent loses SAN from violence (both suffering and inflicting it), helplessness, and the unnatural. When your Agent would lose SAN, make a SAN roll:

- **Success:** Lose the lower amount (to the left of the slash)
- **Failure:** Lose the higher amount (to the right of the slash)

## 6.2. Insanity

### 6.2.1. Temporary Insanity

If your Agent loses 5+ SAN from a single loss, they go TEMPORARILY INSANE. You lose control of your Agent as they fight, flight, or freeze until either someone makes a Psychotherapy roll to calm them down or the stimulus goes away.

### 6.2.2. Breaking Point

If your Agent's SAN reaches their BREAKING POINT, they get a trauma, then recalculate their breaking point. Record the cause of each trauma in the TRAUMAS[F] section of the character sheet.

When your Agent experiences a situation like that which caused a trauma, make a SAN roll or go TEMPORARILY INSANE.

### 6.2.3. Permanent Insanity

If your Agent reaches 0 SAN, they are no longer playable.

## 6.3. Preserving Sanity

### 6.3.1. Willpower

You can reduce your Agent's SAN loss by spending 1d4 WP. If your Agent has at least 1 WP left, reduce the SAN loss by the amount of WP spent, to a minimum of 0. You also subtract that amount from a bond of your choice.

### 6.3.2. Adapted

If your Agent loses SAN from a source (besides the unnatural) three times in a row without going TEMPORARILY INSANE or reaching their BREAKING POINT, they become ADAPTED to that source of loss, meaning SAN rolls always succeed against it. Becoming ADAPTED has side effects:

- **Violence:** Permanently lose 1d6 CHA and the same amount from each bond
- **Helplessness:** Permanently lose 1d6 POW

### 6.3.3. Repression

While your Agent is TEMPORARILY INSANE, spend 1d4 WP, reduce a bond by the same amount, and make a SAN roll. On a success, your Agent is no longer TEMPORARILY INSANE, effective immediately.

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[F] This used to be the MOTIVATIONS AND MENTAL DISORDERS section but has been renamed in a custom version of the character sheet.

# 7. DOWNTIME

## 7.1. Resting

### 7.1.1. Recovering HP and WP

An Agent resting safely recovers 1d6 WP once per day. Additionally, once per day, they can make a CON roll to recover 1 HP. This can be supplemented with a Medicine or Surgery roll, which restores 1d4 HP per week.

### 7.1.2. Sleep

After failing to get a good night's sleep or going too long without sleeping, the Agent loses 1d6 WP.

The first time an Agent tries to sleep after being TEMPORARILY INSANE or suffering a BREAKING POINT, they must pass a SAN roll or be unable to sleep.

### 7.1.3. Sedatives and Stimulants

Sedatives add +20% bonus to SAN rolls made to sleep. Stimulants remove the EXHAUSTION penalty for 1d6 hours. Hard drugs double these effects.

Each time sedatives or stimulants are used during an operation, there is a cumulative [19 – POW]% chance of ADDICTION (doubled for hard drugs). Record each ADDICTION in the TRAUMAS[G] section of the character sheet

### 7.1.4. Addiction

If your Agent goes more than a day without satisfying an ADDICTION, they suffer –20% to all rolls.

## 7.2. Home

After a completing an operation:

1. Regain SAN as determined by the Handler for overcoming unnatural threats.
2. For each skill with a marked checkbox, increase that skill by 1d4–1 (to a maximum of 99%) and erase the mark.
3. Roll SAN for each teammate[H]. On a failure, your Agent forms an emotional attachment to that teammate:
   - **No Existing Bond:** Gain a new bond with that teammate at a rating equal to half your Agent's CHA (rounded up). Your Agent immediately loses 1d4 points from a non-Delta Green bond, if any.
   - **Existing Bond:** Add 1d4 to your Agent's bond with that teammate. Subtract 1 from a non-Delta Green bond, if any.
4. Go around the table and describe how your Agent's bonds have deteriorated, what each INJURY looks like, and how they are coping with new traumas.
5. The Handler resolves any threats of termination or prosecution.
6. Each Agent performs one activity.

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[G] This used to be the MOTIVATIONS AND MENTAL DISORDERS section but has been renamed in a custom version of the character sheet.

[H] Do not do this for teammates who had a contentious relationship with your Agent during the operation.

### 7.2.1. Termination

If your Agent's job is on the line, it might require a CHA roll to get back into their supervisor's good graces, or a Persuade or Bureaucracy test if things are bad. On a failure, your Agent is fired, loses SAN from helplessness, and makes a CHA roll for each bond or reduces it by 1d4.

Joblessness does not impact your Agent's standing in Delta Green but does make procuring resources much harder.

### 7.2.2. Prosecution

If your Agent is in legal trouble, make a Luck roll modified by the following. On a failure, your Agent is fired, loses SAN from helplessness, and makes a CHA roll for each bond or reduces it by 1d6. Whether your Agent winds up in prison, on probation, or with fines is up to the Handler.

- **Strong or Weak Case:** +20% or –20%, respectively
- **Delta Green Assistance:** +20%
- **Law Roll:** +20% on a success or –20% on a failure

### 7.2.3. Activities

Choose one of the following activities for your Agent. Delta Green bonds cannot be increased or reduced from these activities. Critical successes and fumbles when performing these activities count as successes and failures, respectively.

- **Back to Nature:** Reduce a bond by 1 and roll SAN. On a success, regain 1d4 SAN.
- **Establish New Bond:** Roll CHA. On a success, get a new bond with a rating equal to half your Agent's CHA (rounded up) and reduce another bond by 1.
- **Fulfill Responsibilities:** Roll SAN, with success improving a bond by 1d6. On a failure, your Agent still improves a bond by 1.
- **Go to Therapy:** Reduce a bond by 1 and make a luck roll. On a success, regain 1d4 SAN. If your Agent tells the awful truth, they regain twice as much SAN, but the luck roll is at –20% and they lose 1d4 SAN on a failure.
- **Self-Improvement (Skill):** Reduce a bond by 1 and roll any skill, except for Unnatural. If the roll fails, add 3d6% to that skill, to a maximum of 99%.
- **Self-Improvement (Stat):** Reduce a bond by 1 and roll any stat. If the roll fails, add 1 to that stat, to a maximum of 18.
- **Stay on the Case:** Reduce a bond by 1 and regain 1d6–3 SAN. This may result in no SAN change or a loss of SAN.
- **Study the Unnatural:** Reduce a bond by 1d4 and roll Unnatural. If the roll fails, add 3d6% to Unnatural, to a maximum of 99%.

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## APPENDIX A: SKILL LIST

**Starting Skills**[I]**:** 60% ☐ 50% ☐ ☐ 40% ☐ ☐ ☐ 30% ☐ ☐ ☐ ☐ 20%[J] ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

| Skill | Base Rating | Skill | Base Rating | Skill | Base Rating | | Base Rating |
|---|---|---|---|---|---|---|---|
| Accounting | 10% | *Gunsmith* | – | Melee Weapons | 30% | *Botany* | – |
| Alertness | 20% | *Locksmithing* | – | Military Science[K] | 0% | *Cartography* | – |
| Anthropology | 0% | *Mechanic* | – | *Air* | – | *Chemistry* | – |
| Archeology | 0% | *Microelectronics* | – | *Land* | – | *Engineering* | – |
| Art[K] | 0% | *Plumbing* | – | *Sea* | – | *Environmental* | – |
| *Architecture* | – | Criminology | 10% | Navigate | 10% | *Genetics* | – |
| *Fashion* | – | Demolitions | 0% | Occult | 10% | *Geology* | – |
| *Forgery* | – | Disguise | 10% | Persuade | 20% | *Mathematics* | – |
| *Illustration* | – | Dodge | 30% | Pharmacy | 0% | *Meteorology* | – |
| *Music* | – | Drive | 30% | Pilot[K] | 0% | *Physics* | – |
| *Photography* | – | Firearms | 20% | *Airplane* | – | *Planetology* | – |
| *Sculpture* | – | First Aid | 10% | *Drone* | – | *Zoology* | – |
| *Theater* | – | Forensics | 0% | *Helicopter* | – | Search | 20% |
| *Writing* | – | Heavy Machinery | 10% | *Ship* | – | SIGINT | 0% |
| Artillery | 0% | Heavy Weapons | 0% | *Small Boat* | – | Stealth | 10% |
| Athletics | 30% | History | 10% | *Space Shuttle* | – | Surgery | 0% |
| Bureaucracy | 10% | HUMINT | 10% | Psychotherapy | 10% | Survival | 10% |
| Computer Science | 0% | Foreign Language[K,L] | 0% | Ride | 10% | Swim | 20% |
| Craft[K] | 0% | *Choose One* | – | Science[K] | 0% | Unarmed Combat | 40% |
| *Carpentry* | – | Law | 0% | *Astronomy* | – | Unnatural | 0% |
| *Electrician* | – | Medicine | 0% | *Biology* | – | | |

[I] Cannot pick Unnatural
[J] Either add 20% to a skill your Agent already has (max 80%) or start a new skill at 20% + base rating. This cannot bring skills higher than 80%.
[K] Each instance of this skill applies to one of the categories listed below it (e.g., your Agent can have both the Art [Architecture] and Art [Fashion] skills, but not Art by itself).
[L] Your Agent rolls INT when using their native language.