

# Delta Green

## Skills, Specialties, and Professions — Second Edition

A new edition of Delta Green is still distant. This is a work in progress. Its goal is to add flexibility and utility to Delta Green skills and professions that are currently too specialized. It does away with “Type” skills altogether, merges some skills, leans more heavily on “specialties” (formerly “special training”) as a Handler’s tool, and adds the Research skill to allow Agents of different backgrounds to gather information and assist each other.

## SKILLS & SPECIALTIES

A **skill** represents broad expertise gained with intensive training or study. Skills in Delta Green represent the areas most often required of Agents in operations. Roll your Agent’s skill or lower on 1D100 to use the skill under dire circumstances.

A **specialty** represents expertise in some unusual or specific field. A specialty is not as broadly useful or difficult to master as a skill. A player creating an Agent may take a specialty in lieu of a bonus skill. The Handler has a great deal of latitude in inventing specialties, granting them to Agents during play, and allowing their use with other stats and skills. A specialty typically has one of three effects:

- It allows an **INT×5 roll** to call upon unusual or highly specialized knowledge or training.
- It allows a **skill roll** in a new way that is beyond most experts in that skill.
- It grants a **+30% bonus** to use of a skill under very specific circumstances.

**TRAINING AS A HOME PURSUIT:** Add 1 to a stat, gain one specialty, or add 10 each to any two skills.

### Skills Overview

Skill	Base Chance	Sample Specialties
Alertness	20%	
Archaeology	0%	
Art	10%	
Athletics	30%	Parachuting, SCUBA
Aviation	0%	
Bureaucracy	10%	
Computer Science	0%	
Criminology	10%	
Driving	20%	
Electronics	0%	

Skill	Base Chance	Sample Specialties
Finance	10%	
Fighting	30%	Exotic Weapons
Firearms	20%	Exotic Weapons, Heavy Weapons, Less-Lethal Weapons, Sharpshooting
First Aid	10%	
History	10%	
HUMINT	10%	Polygraphs
Law	10%	International Law
Life Science	10%	Astrobiology, Mycology, Neuroscience
Mechanics	10%	
Medicine	0%	Surgery
Navigation	10%	
Occult	10%	
Performance	20%	
Persuasion	20%	
Physical Science	10%	Astrophysics, Climatology, Meteorology, Nuclear Physics, Oceanography, Paleontology, Quantum Physics
Psychotherapy	10%	
Research	20%	
Search	20%	
Security Systems	0%	
Stealth	20%	
Surveillance	0%	
Survival	10%	
Unnatural	0%	Lore

## New & Revised Skills

**CRIMINOLOGY:** Recognizing crime. Recognizing the likelihood of connections between suspected members of a conspiracy. Handling a crime scene correctly. Dealing with police and criminal suspects. Often combined with other skills—most often Archaeology, Art, Life Science, Physical Science, and Medicine—or special training for specialized analysis of crime-scene evidence.

**DRIVING:** Includes car maintenance and minor repairs and hotwiring some cars. Modern cars require Computer Science to duplicate a key fob or fool biometrics.

**FIGHTING:** Most people spend more time posturing and yelling than actively trying to hurt anyone. After a minute or two of shoving, they let friends pull them apart and go their own ways. Combat training increases aggression, confidence, and certainty as well as technique. Fighting includes unarmed combat, everyday objects used as weapons, and common hand weapons such as knives and batons. Specialties allow Fighting with more unusual weapons.

**LIFE SCIENCE:** Anatomy, biology, botany, ecology, genetics, microbiology, zoology.

**MECHANICS:** Repair, construction, heavy machinery.

**MEDICINE:** Includes pharmacy.

**OCCULT:** May recognize the titles and general reputations of some unnatural tomes and allow an Agent to find them.

**PERSUASION:** Includes blending in unobtrusively.

**PHYSICAL SCIENCE:** Physics, astronomy, chemistry, earth science.

**RESEARCH:** Finding, sifting, and intelligibly reporting large amounts of information swiftly. Represents a broad education. Grants big-picture information. Allows deeper research than an INT test but not as deep as a skill dedicated to the subject. Academia, scholarship, education, and information gathering. OSINT.

**SECURITY SYSTEMS:** Lockpicking, safecracking, alarm systems, electronic locks, defeating surveillance systems, RFID hijacking, security lighting, physical barriers, biometric readers. Particular aspects such as lockpicking can be learned as specialties without mastering the full skill.

**STEALTH:** Includes concealment and delivering unnoticed signals.

**SURVEILLANCE:** The tools of remote spying. SIGINT, ELINT, COMINT, traffic analysis, geotagging, drones. Use Surveillance to gather data with technical tools and methods. Use HUMINT to examine and exploit the data.

## Deprecated Skills

**ACCOUNTING:** Now Finance.

**ANTHROPOLOGY:** Incorporated into Archaeology.

**ARTILLERY:** Now a specialty.

**CRAFT:** Now Electronics, Mechanics, and specialties where needed.

**DEMOLITIONS:** Now a specialty.

**DISGUISE:** Now a specialty.

**FOREIGN LANGUAGE:** Now a specialty.

**FORENSICS:** Incorporated into Criminology.

**HEAVY MACHINERY:** Now a specialty.

**HEAVY WEAPONS:** Now a specialty.

**MELEE WEAPONS:** Incorporated into Fighting.

**MILITARY SCIENCE:** Now a specialty.

**PILOT:** Now Aviation.

**PHARMACY:** Incorporated into Medicine.

**SCIENCE:** Now Life Science, Physical Science, and specialties where needed.

**SIGINT:** Now Surveillance.

**SURGERY:** Now a specialty.

**SWIM:** Incorporated into Athletics.

**UNARMED COMBAT:** Now Fighting.

## **Sample Specialties**

**ANIMAL HANDLING (INT):** Includes riding.

**ARCHITECTURE (INT)**

**ARTILLERY (INT)**

**ASTROBIOLOGY (LIFE SCIENCE)**

**ASTROPHYSICS (PHYSICAL SCIENCE)**

**BOATING (INT)**

**BLACK MARKETS (INT)**

**CLIMATOLOGY (PHYSICAL SCIENCE)**

**CREATIVE WRITING (INT)**

**CRYPTOGRAPHY (INT)**

**DEMOLITIONS (INT)**

**DISGUISE (INT)**

**DRONE PILOTING (INT)**

**ENGINEERING (INT)**

**EXOTIC WEAPONS (FIGHTING OR FIREARMS)**

**FOREIGN LANGUAGE (INT):** Allows basic fluency, distinctly accented. An INT test may be required in a crisis. Taking special training again in the same language allows native fluency.

## **GUNSMITHING (INT)**

## **HEAVY MACHINERY (DRIVING)**

**HEAVY WEAPONS (FIREARMS):** Machine guns, rocket launchers, grenade launchers, and other weapons once covered by the Heavy Weapons skill.

## **INTERNATIONAL LAW (LAW)**

**LESS LETHAL WEAPONS (FIREARMS):** <https://www.patreon.com/posts/29847412>

## **LOCKPICKING (INT)**

**LORE (UNNATURAL):** Gain a +30% bonus with the Unnatural skill in regards to a particular source or syndeme. The Handler decides the scope of the lore and when the bonus applies. Having access to a tome that details that particular lore grants a further +20%.

## **MATHEMATICS (INT)**

## **METEOROLOGY (PHYSICAL SCIENCE)**

**MILITARY SCIENCE (INT):** Including tactics, fieldcraft, training, administration, etc. This generally covers the infantry training of the Army, Marines, and special operators like Navy SEALs. At the Handler's discretion, an Agent with a naval or air force background might have a bonus with some functions and a penalty to others. Tasks particular to the navy or air force are rarer in Delta Green operations. They may require their own specialties such as Naval Science or Aerospace Science.

## **MYCOLOGY (LIFE SCIENCE)**

## **NEUROSCIENCE (LIFE SCIENCE)**

## **NUCLEAR PHYSICS (PHYSICAL SCIENCE)**

## **OCEANOGRAPHY (PHYSICAL SCIENCE)**

## **PALEONTOLOGY (PHYSICAL SCIENCE)**

## **PARACHUTING (ATHLETICS)**

**POLYGRAPHS (HUMINT):** Polygraphs are bullshit but this specialty allows you to deploy the bullshit convincingly.

## **QUANTUM PHYSICS (PHYSICAL SCIENCE)**

## **SCUBA (ATHLETICS)**

**SHARPSHOOTING (FIREARMS):** Accuracy at extreme range. <https://www.patreon.com/posts/34335011>

## **SURGERY (MEDICINE)**

# **AGENT PROFESSIONS**

The following professions are those most often found in Delta Green operations.

## Building a New Profession

- **SKILLS:** 300 skill points divided between up to 10 skills (add each to the base skill rating)
- **BONUS SKILLS & SPECIALTIES:** 8
- **BONDS:** 4
- **OPTIONS:** 3 Bonds and 350 skill points or 2 Bonds and 400 skill points

## Computer Scientist

Computer Science 60%  
Electronics 50%  
Mechanics 50%  
Research 40%  
Security Systems 50%  
Surveillance 50%

### CHOOSE TWO:

- Bureaucracy 50%
- Finance 50%
- Law 40%
- Persuasion 60%
- Physical Science 40%
- Search 60%
- Stealth 60%

### BONUS SKILLS & SPECIALTIES: 8

**LIKELY SPECIALTIES:** Art, Black Markets, Cryptography, Drone Piloting, Engineering Foreign Languages, Mathematics

**BONDS:** 3

## Federal Agent

Alertness 50%  
Bureaucracy 30%  
Criminology 50%  
Driving 40%  
Fighting 50%  
Firearms 50%  
HUMINT 50%  
Law 30%  
Persuasion 50%  
Search 50%  
Security Systems 30%  
Surveillance 40%

### CHOOSE ONE:

- Computer Science 40%
- Finance 50%
- Medicine 40%
- Navigation 50%
- Stealth 60%
- Survival 50%

### BONUS SKILLS & SPECIALTIES: 8

**LIKELY SPECIALTIES:** Demolitions, Disguise, Foreign Language, Heavy Weapons, Military Science, Parachuting, Sharpshooting

**BONDS:** 2

## Intelligence Case Officer

Alertness 50%  
Bureaucracy 30%  
Criminology 40%  
Driving 40%  
Fighting 40%  
Firearms 40%  
HUMINT 60%  
Persuasion 60%  
Search 50%  
Security Systems 50%  
Stealth 60%  
Surveillance 50%

**BONUS SKILLS & SPECIALTIES: 8**

**LIKELY SPECIALTIES:** Cryptography, Disguise, Foreign Language

**BONDS: 2**

## Lawyer

Bureaucracy 60%  
Finance 50%  
HUMINT 50%  
Law 60%  
Persuasion 60%  
Research 50%

**CHOOSE ONE:**

- Computer Science 50%
- Life Science 60%
- Medicine 50%
- Physical Science 60%
- Security Systems 50%

**BONUS SKILLS & SPECIALTIES: 8**

**LIKELY SPECIALTIES:** Engineering, Foreign Language, International Law, Mathematics, Military Science

**BONDS: 4**

## Physician

Bureaucracy 50%  
First Aid 60%  
Life Science 50%  
Medicine 60%  
Persuasion 40%  
Physical Science 40%  
Research 50%  
Search 50%

**CHOOSE TWO:**

- Criminology 50%
- Finance 60%
- HUMINT 60%
- Psychotherapy 60%

**BONUS SKILLS & SPECIALTIES: 8**

**LIKELY SPECIALTIES:** Foreign Language, Mycology, Neuroscience, Surgery

**BONDS: 2**

## Special Operator

Alertness 60%  
Athletics 60%  
Driving 50%  
Fighting 60%  
Firearms 60%  
First Aid 40%  
Navigation 50%  
Search 50%  
Security Systems 50%  
Stealth 60%  
Survival 50%

**BONUS SKILLS & SPECIALTIES:** 4 plus the required specialties Heavy Weapons, Military Science, Parachuting, and SCUBA

**LIKELY SPECIALTIES:** Artillery, Boating, Demolitions, Drone Piloting, Foreign Language, Gunsmithing, Sharpshooting

**BONDS:** 2

# SPECIALIST PROFESSIONS

Delta Green calls on specialists when an operation requires unusual knowledge or expertise.

## Archaeologist or Historian

Archaeology 60%  
Bureaucracy 40%  
History 60%  
Occult 40%  
Persuasion 50%  
Research 60%

**CHOOSE TWO:**

- HUMINT 40%
- Law 40%
- Navigation 40%
- Search 50%
- Survival 40%

**BONUS SKILLS & SPECIALTIES:** 8

**LIKELY SPECIALTIES:** Animal Handling, Creative Writing, Drone Piloting, Foreign Language, International Law, Paleontology

**BONDS:** 4

## Criminal

Alertness 50%  
Criminology 60%  
Driving 50%  
Fighting 50%  
Firearms 40%  
Law 20%  
Persuade 50%  
Stealth 60%

**CHOOSE TWO:**



- Aviation 40%
- Finance 50%
- HUMINT 50%
- Navigation 50%
- Occult 50%
- Security Systems 40%
- Surveillance 40%

**BONUS SKILLS & SPECIALTIES: 8**

**LIKELY SPECIALTIES:** Foreign Language

**BONDS: 4**

## Firefighter

Alertness 50%

Athletics 50%

Driving 50%

Electronics 40%

First Aid 50%

Mechanics 50%

Navigation 50%

Physical Science 30%

Search 40%

Security Systems 30%

**LIKELY SPECIALTIES:** Demolitions, Heavy Machinery

**BONUS SKILLS & SPECIALTIES: 8**

**BONDS: 4**

## Foreign Service Officer

Bureaucracy 60%

Finance 50%

History 60%

HUMINT 50%

Law 40%

Persuasion 60%

Research 60%

**BONUS SKILLS & SPECIALTIES: 8**

**LIKELY SPECIALTIES:** Foreign Language, International Law

**BONDS: 4**

## Intelligence Analyst

Bureaucracy 40%

Computer Science 40%

Criminology 50%

Finance 50%

History 50%

HUMINT 50%

Law 40%

Surveillance 50%

Research 60%

**BONUS SKILLS & SPECIALTIES: 8**

**LIKELY SPECIALTIES:** Cryptography, Foreign Language, International Law

**BONDS: 3**

## Media Specialist

Art 60%

History 30%

HUMINT 40%

Performance 60%

Persuade 50%

**CHOOSE THREE:**

- Archaeology 40%
- Bureaucracy 50%
- Criminology 50%
- Law 50%
- Life Science 50%
- Occult 50%
- Physical Science 50%

**BONUS SKILLS & SPECIALTIES: 8**

**LIKELY SPECIALTIES:** Architecture, Black Markets, Creative Writing, Disguise, Foreign Language

**BONDS: 4**

## Nurse or Paramedic

Alertness 40%

Bureaucracy 40%

First Aid 60%

HUMINT 40%

Life Science 40%

Medicine 40%

Persuasion 40%

**CHOOSE TWO:**

- Driving 60%
- Criminology 50%
- Navigation 50%
- Psychotherapy 50%
- Search 60%

**BONUS SKILLS & SPECIALTIES: 8**

**LIKELY SPECIALTIES:** Foreign Language

**BONDS: 4**

## Pilot

Alertness 60%

Aviation 50%

Bureaucracy 40%

Electronics 40%

Mechanics 50%

Navigation 60%

**CHOOSE TWO:**

- Engineering 50%
- First Aid 60%
- Physics 50%
- Survival 60%

**BONUS SKILLS & SPECIALTIES: 8**

**LIKELY SPECIALTIES:** Drone Piloting, Foreign Language, Heavy Weapons, Meteorology, Military Science, SCUBA, Space Suits

**BONDS: 3**

## Police Officer

Alertness 50%  
Bureaucracy 30%  
Criminology 40%  
Driving 50%  
Fighting 50%  
Firearms 40%  
First Aid 30%  
HUMINT 40%  
Law 30%  
Navigation 40%  
Persuasion 40%  
Search 40%

**BONUS SKILLS & SPECIALTIES: 8**

**LIKELY SPECIALTIES:** Animal Handling, Drone Piloting, Foreign Language, Heavy Weapons, Military Science, SCUBA, Sharpshooting

**BONDS: 4**

## Program Manager

Bureaucracy 60%  
Computer Science 50%  
Finance 60%  
History 40%  
Law 40%  
Persuasion 50%  
Research 40%

**CHOOSE ONE:**

- Art 50%
- Criminology 40%
- Life Science 40%
- Medicine 40%
- Physical Science 40%
- Security Systems 40%

**BONUS SKILLS & SPECIALTIES: 8**

**LIKELY SPECIALTIES:** Engineering, Foreign Language, International Law, Mathematics

**BONDS: 4**

## Scientist

Bureaucracy 50%  
Computer Science 50%  
Life Science 50%  
Persuasion 40%  
Physical Science 50%  
Research 50%

**CHOOSE TWO:**

- Art 50%
- Criminology 50%
- Electronics 40%
- Finance 50%
- Law 50%
- Mechanics 50%
- Medicine 40%

- Occult 50%

**BONUS SKILLS & SPECIALTIES:** +20% to either Life Science or Physical Science plus 7 others

**LIKELY SPECIALTIES:** Astrobiology, Astrophysics, Climatology, Engineering, Foreign Language, Mathematics, Meteorology, Mycology, Neuroscience, Nuclear Physics, Oceanography, Paleontology, Quantum Physics

**BONDS:** 4

## Soldier or Marine

Alertness 40%

Athletics 50%

Bureaucracy 30%

Driving 40%

Fighting 50%

Firearms 40%

First Aid 40%

Navigation 40%

**CHOOSE TWO:**

- Computer Science 40%

- Electrician 40%

- Engineering 40%

- Mechanics 50%

- Security Systems 40%

- Surveillance 40%

- Survival 50%

**BONUS SKILLS & SPECIALTIES:** 8

**LIKELY SPECIALTIES:** Artillery, Boating, Demolitions, Drone Piloting, Foreign Language, Heavy Machinery, Heavy Weapons, Military Science, SCUBA, Sharpshooting

**BONDS:** 4