

Special thanks to Will Roy for creating all the content in this document, save for the Commando and Federal Agent, and Intelligence backgrounds, and the 'tools of the trade' section

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## Skills in 1930

Some skills may work a little differently than in modern Delta Green.

**COMPUTER SCIENCE:** Punch cards and electromechanical calculators were in common use by the 20s, but “computers” in the modern sense did not exist until World War 2.

“Computer science” is a highly specialized skill; none of the recommended professions give Computer Science, and it is unlikely to be useful. You can pick it up with bonus skill points if you really want to.

**SIGINT:** While electronic intelligence and digital encryption do not yet exist in 1933, SIGINT’s analog uses remain relevant. In addition to the study of cryptography, SIGINT in 1933 mainly governs the maintenance and operation of radio equipment. A character with 20% knows the Morse alphabet; at 50% a character can send and receive Morse without having to write it down.

## Anthropologist or Historian

You study humanity. You’re concerned with the patterns that emerge over time, across land masses, cultures, and language groups. You might be a calm solon, dispensing the wisdom of the ages between puffs on your pipe. You might be a hapless child in an adult’s body, incompetent in anything except Middle High German, and vainglorious and petty about that. You might be the second, and think you’re the first, to the great delight of all who behold you.

**RECOMMENDED STATS:** INT

### PROFESSIONAL SKILLS:

- Anthropology 50% or Archeology 50%
- Bureaucracy 40%
- Foreign Language (choose one) 50%
- Foreign Language (choose another) 40%
- History 60%
- Occult 40%
- Persuade 40%

Choose any two of these that you don’t already have:

- Anthropology 40%
- Archeology 40%
- HUMINT 50%
- Navigate 50%
- Ride 50%
- Search 60%
- Survival 50%

**BONDS:** 4

## Commando

### (1940s only)

You are a different kind of soldier, one who fights out of uniform behind enemy lines - fomenting rebellions, stealing secrets, sabotaging infrastructure or assassinating high value targets. If captured you face torture and execution. The secretive, dangerous and often unsavory nature of your work makes it difficult for you to connect with people outside the small, elite brotherhood you count yourself a member of.

**RECOMMENDED STATS:** DEX, CON, POW

### PROFESSIONAL SKILLS:

- Alertness 60%
- Athletics 60%
- Demolitions 40%
- Firearms 60%
- Heavy Weapons 50%
- Melee Weapons 50%
- Military Science (Land) 60%
- Navigate 50%
- Stealth 50%
- Survival 50%
- Swim 50%
- Unarmed Combat 60%

**BONDS:** 2

## Criminal

Those who live on the other side of the law are already aware of a secret world of degeneracy, desperation, and evil beneath the normal ways of civilization. Some criminals have built their own codes and laws to shield themselves from the realization that all human order is breakable by acts of will. Others revel in this discovery.

**RECOMMENDED STATS:** STR, DEX

### PROFESSIONAL SKILLS:

- Alertness 50%
- Criminology 60%
- Dodge 40%
- Drive 50%
- Firearms 40%
- Law 40%
- Melee Weapons 40%
- Persuade 50%
- Stealth 50%
- Unarmed Combat 50%

Choose two from:

- Craft (Locksmithing) 40%
- Demolitions 40%
- Disguise 50%
- Foreign Language (choose one) 40%
- Forensics 40%
- HUMINT 50%
- Navigate 50%
- Occult 50%
- Pharmacy 40%

**BONDS:** 4

## Doctor

You see your work as emblematic of the best in society: rational, humane, clean, and selfless. If only society could be cured or cut free of its diseases the way the body can be purged by treatment or surgery! The wealthier and more successful doctors can avoid the blood and filth that their noble aims are built upon.

**RECOMMENDED STATS:** INT, POW, DEX

### PROFESSIONAL SKILLS:

- Bureaucracy 50%
- First Aid 60%
- Medicine 60%
- Persuade 40%
- Pharmacy 50%
- Science (Biology) 60%
- Search 40%

Choose any two of these that you don't already have:

- Forensics 50%
- Psychotherapy 60%
- Science (choose one) 50%
- Surgery 50%

**BONDS:** 3

## Elite

You may be a wealthy professional, a captain of industry, or simply a rich dilettante - whatever the case, your financial and social standing afford you a great deal of influence, and the freedom to pursue your interests.

**RECOMMENDED STATS:** INT, CHA

### PROFESSIONAL SKILLS:

- Accounting 50%
- Bureaucracy 50%
- HUMINT 40%
- Persuade 60%

Choose three from:

- Art (choose one) 50%
- Criminology 60%
- Foreign Language (choose one) 50%
- Law 50%
- Pharmacy 50%
- Psychotherapy 60%
- Medicine 50%
- History 60%
- Occult 60%
- Science (choose one) 50%

**BONDS:** 5

## Engineer or Mechanic

What makes it tick? – this is the question that you ask yourself often. For you the interlocking gears or electric circuits are the highest form of art. You treat the devices and vehicles in your care as if they were living beings – and sometimes they respond as if they are.

**RECOMMENDED STATS:** INT

**PROFESSIONAL SKILLS:**

- Bureaucracy 50%
- Craft (choose one) 60%
- Craft (choose another) 50%
- Science (Mathematics) 40%

Choose any four of these that you don't already have:

- Accounting 50%
- Craft (choose one) 40%
- Demolitions 40%
- Drive 50%
- Foreign Language (choose one) 40%
- Heavy Machinery 50%
- Pilot (choose one) 40%
- Science (choose one) 40%
- SIGINT 40%

**BONDS:** 4

## Explorer

Shackleton, Amundsen, Byrd, Scott – those men survived cold, hunger, ice and months of neverending darkness. While you haven't carved your name in history like them (at least, not yet), you brave the last white spots on the map.

**RECOMMENDED STATS:** CON, POW

**PROFESSIONAL SKILLS:**

- Alertness 40%
- Athletics 50%
- Firearms 40%
- First Aid 40%
- Foreign Language (choose one) 50%
- HUMINT 40%
- Navigate 50%
- Persuade 40%
- Survival 50%

Choose any three of these that you don't already have:

- Accounting 40%
- Demolitions 30%
- Foreign Language (choose one) 30%
- Ride 40%
- Science (choose one) 30%
- Search 50%
- Stealth 40%
- Swim 50%

**BONDS:** 3

## Federal Agent

You are a new sort of law enforcement officer: a 'G-Man' whose badge carries with it the authority of the United States Federal Government. You might be a Treasury Department Agent, charged with fighting counterfeiting and protecting the president, a Bureau of Investigation Agent pursuing America's most notorious criminals, or a Bureau of Prohibition Agent, soldier in the government's spasmodic war on liquor.

**RECOMMENDED STATS:** DEX, POW, CHA

### PROFESSIONAL SKILLS:

- Alertness 50%
- Bureaucracy 40%
- Criminology 50%
- Drive 50%
- Firearms 50%
- Forensics 30%
- HUMINT 60%
- Law 30%
- Persuade 50%
- Search 50%
- Unarmed Combat 60%

Choose one of these:

- Accounting 60%
- Foreign Language (choose one) 50%
- Heavy Weapons 50%
- Pharmacy 50%

**BONDS:** 3

## Intelligence Analyst

America had its intelligence agencies through the 20s and 30s. Until WW2, the United States didn't take the spy game seriously. After 1941, it had to learn fast. Regardless, you're the brains behind the United States' intelligence apparatus. Whether you work for the 1920s Black Chamber, the newly formed OSS in WW2, or the venerable Office of Naval Intelligence.

**RECOMMENDED STATS:** INT

### PROFESSIONAL SKILLS:

- Anthropology 40%
- Bureaucracy 50%
- Criminology 40%
- Foreign Language (choose one) 50%
- Foreign Language (choose one) 50%
- Foreign Language (choose one) 40%
- History 40%
- HUMINT 50%
- Military Science (choose one) 40%
- SIGINT 40%

**BONDS:** 3

## Intelligence Case Officer

You handle the United States' dirty work, on the front lines of the secret war of information all nations wage against each other, and against their own people, whether they admit it or not. You might be embedded in a friendly country, making sure the locals stay aligned with US interests. You could be sent to a hostile nation in disguise, for behind the scenes intelligence gathering and wetwork. If there's a war on, you could even end up in a combat zone, doing your dirty business on the front lines.

**RECOMMENDED STATS:** INT, POW, CHA

### PROFESSIONAL SKILLS:

- Alertness 50%
- Bureaucracy 40%
- Criminology 50%
- Disguise 50%
- Drive 40%
- Firearms 40%
- Foreign Language (choose one) 50%
- Foreign Language (choose another) 40%
- HUMINT 60%
- Persuade 60%
- SIGINT 40%
- Stealth 50%
- Unarmed Combat 50%

**BONDS:** 2

## Journalist

Whether for newspapers, magazines, or radio, you piece together the patterns of life and build them into a story, revealing the truth about the world around you.

**RECOMMENDED STATS:** INT, CHA

### PROFESSIONAL SKILLS:

- Art (Creative Writing, Photography or Journalism) 60%
- History 40%
- HUMINT 40%
- Persuade 50%

Choose five from:

- Anthropology 40%
- Archeology 40%
- Art (choose one) 40%
- Bureaucracy 50%
- Criminology 50%
- Foreign Language (choose one) 40%
- Law 40%
- Military Science (choose one) 40%
- Occult 50%
- Science (choose one) 40%
- SIGINT 40%

**BONDS:** 4

## Pilot or Sailor

Air or sea, commercial or military, your duty is to keep your passengers alive and your craft intact.

**RECOMMENDED STATS:** DEX, INT

**PROFESSIONAL SKILLS:**

- Alertness 60%
- Bureaucracy 30%
- Craft (Electrician) 40%
- Craft (Mechanic) 40%
- Navigate 50%
- Pilot (choose one) 60%
- Science (Meteorology) 40%
- Swim 40%

Choose two from:

- Foreign Language (choose one) 50%
- Pilot (choose one) 50%
- Heavy Weapons 50%
- Military Science (choose one) 50%
- SIGINT 50%

**BONDS:** 3

## Police Officer

You live by the code of the cop, whether it's the one they put on the wall at the academy, or the one you picked up on foot patrol in the bad neighborhoods. You draw lines between cops, perps, and civilians, and it's best when nothing crosses them. When the law and justice disagree, that's when you decide where the line runs.

**RECOMMENDED STATS:** CON, POW

**PROFESSIONAL SKILLS:**

- Alertness 60%
- Bureaucracy 40%
- Criminology 40%
- Drive 50%
- Firearms 40%
- First Aid 30%
- HUMINT 50%
- Law 30%
- Melee Weapons 50%
- Navigate 40%
- Persuade 40%
- Search 40%
- Unarmed Combat 60%

Choose one from

- Forensics 50%
- Heavy Machinery 60%
- Heavy Weapons 50%
- Ride 60%

**BONDS:** 3



## Scientist

You seek to advance science, perhaps to improve the world, or perhaps to tease out some long-denied truth. You may consider yourself handy around the lab; that third fire could have happened to anyone. You just need more equipment, more time, more samples, more understanding colleagues. Perhaps the fools laughed at you at the university. Well, you'll show them.

**RECOMMENDED STATS:** INT

**PROFESSIONAL SKILLS:**

- Alertness 40%
- Bureaucracy 40%
- Search 40%
- Science (choose one) 60%
- Science (choose another) 50%
- Science (choose another) 50%

Choose any three of these:

- Accounting 50%
- Craft (choose one) 40%
- Foreign Language (choose one) 40%
- Forensics 40%
- Law 40%
- Pharmacy 40%

**BONDS:** 4

## Soldier

You place yourself between others and danger, for a paycheck, for your flag, for your mates, or because you have no other good options. Your life is rote and routine, boredom and bureaucracy, dust and drill. And sometimes, of course, madness, death, blood, and nightmares.

**RECOMMENDED STATS:** STR, DEX, CON

**PROFESSIONAL SKILLS:**

- Alertness 50%
- Athletics 50%
- Bureaucracy 30%
- Drive 40%
- Firearms 40%
- First Aid 40%
- Military Science (Land) 40%
- Navigate 40%
- Persuade 30%
- Unarmed Combat 50%

Choose three from:

- Artillery 40%
- Craft (choose one) 40%
- Demolitions 40%
- Foreign Language (choose one) 40%
- Heavy Machinery 50%
- Heavy Weapons 40%
- Search 60%
- SIGINT 40%
- Swim 60%

**BONDS:** 4

## Great War Veterans

Any man born 1900 or earlier would likely have served in the Great War - especially applicable to Agents with a military profession. If your Agent was in the War, consider using the Damaged Veteran rules in the DG rulebook (pp 38). You may take a military-related skill in place of Occult if desired.

## Bonus Skill Point Packages

**ARTIST, ACTOR, OR MUSICIAN:** Alertness, Craft (choose one), Disguise, Persuade, Art (choose one), Art (choose another), Art (choose another), HUMINT.

**ATHLETE:** Alertness, Athletics, Dodge, First Aid, HUMINT, Persuade, Swim, Unarmed Combat.

**AUTHOR, EDITOR, OR JOURNALIST:** Anthropology, Art (Creative Writing, Journalism, Poetry, Scriptwriting, etc.), Bureaucracy, History, Law, Occult, Persuade, HUMINT.

**BLUE-COLLAR WORKER:** Alertness, Craft (choose one), Craft (choose another), Drive, First Aid, Heavy Machinery, Navigate, Search.

**BUREAUCRAT:** Accounting, Bureaucracy, Criminology, HUMINT, Law, Persuade, and two others as a personal specialty.

**BURGLAR:** Alertness, Athletics, Craft (Electrician), Craft (Locksmithing), Criminology, Disguise, Search, Stealth.

**CLERGY:** Foreign Languages (choose three), History, HUMINT, Occult, Persuade, Psychotherapy.

**COMBAT VETERAN:** Alertness, Dodge, Firearms, First Aid, Heavy Weapons, Melee Weapons, Stealth, Unarmed Combat.

**COUNSELOR:** Bureaucracy, First Aid, Foreign Language (choose one), HUMINT, Law, Persuade, Psychotherapy, Search.

**FIREFIGHTER:** Alertness, Demolitions, Drive, First Aid, Forensics, Heavy Machinery, Navigate, Search.

**LIBERAL ARTS DEGREE:** Anthropology or Archeology, Art (choose one), Foreign Language (choose one), History, Persuade, and any three others as personal specialties.

**MILITARY OFFICER:** Bureaucracy, Firearms, History, Military Science (choose one), Navigate, Persuade, Unarmed Combat; choose one: Artillery, Heavy Machinery, Heavy Weapons, HUMINT, Pilot (choose one), or SIGINT.

**MBA:** Accounting, Bureaucracy, HUMINT, Law, Persuade, and any three others as personal specialties.

**NURSE, PARAMEDIC, OR PRE-MED:** Alertness, First Aid, Medicine, Persuade, Pharmacy, Psychotherapy, Science (Biology), Search.

**OCCULT INVESTIGATOR OR CONSPIRACY THEORIST:** Anthropology, Archeology, Criminology, History, Occult, Persuade, Search, SIGINT.

**ORGANIZED CRIME:** Alertness, Criminology, Dodge, Drive, Persuade, Stealth; choose two from: Athletics, Foreign Language (choose one), Firearms, HUMINT, Melee Weapons, Pharmacy, or Unarmed Combat.

**OUTDOORSMAN:** Alertness, Athletics, Firearms, Navigate, Ride, Search, Stealth, Survival.

**PHOTOGRAPHER:** Alertness, Art (Photography), Persuade, Search, Stealth, and any three others as personal specialties.

**PILOT OR SAILOR:** Alertness, Craft (Mechanic), First Aid, Foreign Language

(choose one), Navigate, Pilot (choose one), Survival, Swim.

**POLICE OFFICER:** Alertness, Criminology, Drive, Firearms, HUMINT, Law, Melee Weapons, Unarmed Combat.

**RADIO OPERATOR:** Craft (Electronics), Foreign Language (any), Science (Mathematics), SIGINT, and any four others as personal specialties.

**SCIENCE GRAD STUDENT:** Bureaucracy, Craft (choose one), Foreign Language (choose one), Science (choose one), Science (choose another), Science (choose another); choose two: Accounting, Forensics, Law, Medicine or Pharmacy.

**SOLDIER OR MARINE:** Alertness, Artillery, Athletics, Drive, Firearms, Heavy Weapons, Military Science (Land), Unarmed Combat.

**TINKERER:** Craft (Electrician), Craft (Mechanic), Craft (Electronics), Drive, Heavy Machinery, Pilot (any), Search, SIGINT

Under the rules, a Thompson is a submachine gun, the only distinction being magazine capacity. 50 or 100 round drums, while certainly iconic, were agonizingly slow to load with bullets and wind, and were unreliable if loaded to capacity. A BAR is a heavy rifle capable of fully automatic fire.

Flash lights were common by the 1920s and ubiquitous by the 1930s.

## Tools of the Trade

Law enforcement and criminals will have a pistol, and possibly a shotgun or bolt action rifle carried in a vehicle.

Before the passage of the National Firearms Act of 1934, the primary barrier to civilian ownership of fully automatic weapons was cost. A Thompson Submachine gun was 200 dollars, a princely sum at the time (more so during the Depression) and at very least an Unusual Expense. A Browning Automatic Rifle, favored weapon of both g-men and public enemies alike, was generally cheaper and more widely available. Some police or National Guard armories would have these weapons available, and as Agents of the Office of Naval Intelligence it is possible that players could acquire them through official channels. Knocking over badly protected National Guard armories allowed gangsters to gain access to the same weapons.