

# TWILIGHT:2000

NAME

NATIONALITY

BRANCH

APPEARANCE

MILITARY RANK

MORAL CODE

BUDDY

BIG DREAM

HOW YOU MET THE GROUP:

EXPERIENCE

CURRENT

TOTAL

## ATTRIBUTES & SKILLS

	RATING	BASE DIE		RATING	BASE DIE		RATING	BASE DIE		RATING	BASE DIE
STRENGTH	<input type="text"/>	= <input type="text"/>	AGILITY	<input type="text"/>	= <input type="text"/>	INTELLIGENCE	<input type="text"/>	= <input type="text"/>	EMPATHY	<input type="text"/>	= <input type="text"/>
Heavy Weapons	<input type="text"/>	= <input type="text"/>	Driving	<input type="text"/>	= <input type="text"/>	Recon	<input type="text"/>	= <input type="text"/>	Command	<input type="text"/>	= <input type="text"/>
Close Combat	<input type="text"/>	= <input type="text"/>	Mobility	<input type="text"/>	= <input type="text"/>	Survival	<input type="text"/>	= <input type="text"/>	Persuasion	<input type="text"/>	= <input type="text"/>
Stamina	<input type="text"/>	= <input type="text"/>	Ranged Combat	<input type="text"/>	= <input type="text"/>	Tech	<input type="text"/>	= <input type="text"/>	Medical Aid	<input type="text"/>	= <input type="text"/>

## SPECIALTIES

COMBAT		ARMOR		RATING	CONDITIONS	
DAMAGE		STRESS			Starving	<input type="checkbox"/>
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>		<input type="text"/>	Dehydrated	<input type="checkbox"/>
Hit Capacity	<input type="text"/>	CRITICAL INJURIES		<input type="text"/>	Sleep Deprived	<input type="checkbox"/>
Stress Capacity	<input type="text"/>			<input type="text"/>	Hypothermic	<input type="checkbox"/>
Coolness Under Fire	<input type="text"/>	DISEASES			RADIATION	
Unit Morale	<input type="text"/>				TEMPORARY	PERMANENT
					<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

## GEAR

COMBAT GEAR				BACKPACK			
	7				7		
2	8			2	8		
3	9			3	9		
4	10			4	10		
5	11			5	11		
6	12			6	12		

## TINY ITEMS

WEAPONS	REL	ROF	DAMAGE	CRIT	BLAST	RANGE	MAG	ARMOR	WEIGHT	SPENT AMMO

