Twilight: 200	NAME			NATIO	NALITY
BRANCH		APPEARANCE			
MILITARY RANK		MORAL CODE			
BUDDY	BIG	DREAM		Tava a	
HOW YOU MET THE GROUP:	- Sand		The Assessment of the Assessme	A BELLIAM	EXPERIENCE TOTAL
ATTRIBUTES & SKILLS	(7) he's				CORRENT
RATING BASE DIE		RATING BASE DIE		RATING BASE DIE	RATING BASE DIE
STRENGTH =	AGILITY	=	INTELLIGENCE	=	EMPATHY =
Heavy Weapons =	Driving	=	Recon	=	Command =
Close Combat =	Mobility	=	Survival	=	Persuasion =
Stamina =	Ranged Combat	=	Tech	=	Medical Aid =
SPECIALTIES					
The Sales of the			A Contract		
COMBAT		16-3	ARMOR	RATING	CONDITIONS
DAMAGE	STRESS		Head	8-15	Starving
000000			Arms		Dehydrated
Hit Capacity	CRITICAL INJUR	RIES	Torso		Sleep Deprived
Stress Capacity			Legs		Hypothermic
Coolness Under Fire DISEASES			RADIATION		
Unit Morale		37	TEMPORARY		PERMANENT
GEAR		100 at 100 at 1			
COMBAT GEAR	7	12 1 2	BACKPACK		7
2	8	1 1	2	1 1	8
3	9	1 1	3	1 2 1	9
4	10		4	1	10
5	11 2 (1	1 1 6	5	130 91	11 1 1
6	12	1 1	6	1	12
TINY ITEMS					
WEAPONS RE	L ROF D	DAMAGE CRIT	BLAST RANGE	MAG ARMOR	WEIGHT SPENT AMMO
A STATE OF THE STA			TELES		
	SIVE				
		800			
	16		1000		