

TWILIGHT:2000

NAME

NATIONALITY

BRANCH	APPEARANCE
MILITARY RANK	MORAL CODE
BUDDY	BIG DREAM

HOW YOU MET THE GROUP:	EXPERIENCE		
	<table border="1" style="width:100%; border-collapse: collapse;"> <tr> <td style="width:50%;">CURRENT</td> <td style="width:50%;">TOTAL</td> </tr> </table>	CURRENT	TOTAL
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		CONDITIONS	
DAMAGE	STRESS	Head	RATING	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"/>	Arms	<input type="text"/>	Dehydrated	<input type="checkbox"/>
Hit Capacity	CRITICAL INJURIES	Torso	<input type="text"/>	Sleep Deprived	<input type="checkbox"/>
Stress Capacity		Legs	<input type="text"/>	Hypothermic	<input type="checkbox"/>
Coolness Under Fire	DISEASES	RADIATION			
Unit Morale		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					7					BACKPACK	
2					8					2	
3					9					3	
4					10					4	
5					11					5	
6					12					6	

TINY ITEMS

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