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		=	AGILITY		=	INTELLIGENCE		=	EMPATHY		=
Heavy Weapons		=	Driving		=	Recon		=	Command		=
Melee		=	Mobility		=	Survival		=	Manipulation		=
Stamina		=	Ranged Combat		=	Tech		=	Medical Aid		=

SPECIALTIES

COMBAT

DAMAGE

STRESS

Hit Capacity

Stress Capacity

Coolness Under Fire

Unit Morale

CRITICAL INJURIES

DISEASES

ARMOR

	RATING
Head	
Arms	
Torso	
Legs	

CONDITIONS

- Starving
- Dehydrated
- Sleep Deprived
- Hypothermic

RADIATION

TEMPORARY

PERMANENT

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

	ROF	DAMAGE	CRIT	ARMOR	RANGE	MAG	RELIABILITY	BLAST	WEIGHT	SPENT AMMO