

TWILIGHT 2000

[illegible]

VEHICLE CARD						WEAPONS + AMMO			
Vehicle Type		Name/Callsign		Movement		q.	Weapon / Ammo	Location	Weight
				Travel movem.					
				Combat movem.					
Stabilization		Maintenance skill		Fuel Cap / Cons					
Armament		Load		Combat statistics					
		Weight		Config:	TR				
Ammo		Crew		Susp:	HF				
Fuel Type		Maintenance		TF	HS				
Night Vision		Radiological		TS	HR				

CHARACTER GENERATION

BASIC ATTRIBUTES

The diagram illustrates a data structure with 6 columns: STR, AGL, CON, INT, EDU, and CHR. It shows three rows: Roll, Mod, and Final. The Mod row is shifted 2 columns to the right relative to the Roll row, as indicated by the arrows and the label ≤ 2 .

	STR	AGL	CON	INT	EDU	CHR
Roll						
Mod						
Final						



NATIVE LANGUAGES

Language	Level

BACKGROUND SKILLS

Skill	Level
	2
	2
	2
	2

Each Attribute: 2D-6. If attributes total less than 30 you may add points as desired to bring total up to 30. Alternatively, allocate a total of 32 points; no attribute less than 1 or greater than 10. Aging or activities may raise or lower certain attributes. Maximum positive modifier +2.

CAREERS

Term number	Career	Secondary Activity	Contacts	Promo	STR	AGL	CON	INT	ST/SD
1st (17-21)					-	-	-	-	4
2nd (21-25)					-	-	-	-	3
3rd (25-29)					-	-	-	-	2
4th (29-33)					-		-	-	1
5th (33-37)					-		-	-	1
6th (37-41)							-	-	1
7th (41-45)							-	-	1
8th (45-49)								-	1
9th (49-53)								-	1
10th (53-57)								-	1
11th (57-61)									1
12th (61-65)									1

SOLID CONTACTS

Name	Information	Name	Information

EQUIPMENT & PROPERTIES

[illegible]

BACKGROUND & PERSONAL NOTES

