

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"/>
Melee	<input type="text"/>	= <input type="text"/>	Mobility	<input type="text"/>	= <input type="text"/>	Survival	<input type="text"/>	= <input type="text"/>	Manipulation	<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		Head	Starving
				Arms	Dehydrated
Hit Capacity		CRITICAL INJURIES		Torso	Sleep Deprived
Stress Capacity				Legs	Hypothermic
Coolness Under Fire		DISEASES	RADIATION		
Unit Morale			TEMPORARY	PERMANENT	

GEAR

COMBAT GEAR					BACKPACK				
2					2				
3					3				
4					4				
5					5				
6					6				

TINY ITEMS

WEAPONS

ROF

DAMAGE

CRIT

ARMOR

RANGE

MAG

RELIABILITY

BLAST

WEIGHT

SPENT AMMO