

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"/>
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	RATING	CONDITIONS
DAMAGE <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Head <input type="text"/>	<input type="text"/>	Starving <input type="checkbox"/>
	Arms <input type="text"/>	<input type="text"/>	Dehydrated <input type="checkbox"/>
Hit Capacity <input type="text"/>	Torso <input type="text"/>	<input type="text"/>	Sleep Deprived <input type="checkbox"/>
Stress Capacity <input type="text"/>	Legs <input type="text"/>	<input type="text"/>	Hypothermic <input type="checkbox"/>
Coolness Under Fire <input type="text"/>	RADIATION		
Unit Morale <input type="text"/>	TEMPORARY <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"/>	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"/>	

GEAR

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

TINY ITEMS

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