TWILIGHT 2000

Player Name:
Character Name:
Gender: Age: Eyes: Hair:
Nationality:
Service Branch: Rank:

ATTRIBUTES

STR	AGL	CON	INT	EDU	CHR	INITATIVE

SKILLS

STRENGHT (STR)
Skill	
Aircraft Mechanic	
Archery	
Archaic Artillery	
Armed Martial Arts — L. Blade	
S.Blade	
Polearm	
Club	
Autogun	
Early Firearms	
Grenade Launcher	
Heavy Artillery	
Heavy Gun	
Mason	
Mechanic	
Small Arms — Pistol	
Rifle	
Thrown Weapon	
Unarmed Martial Arts	

AGILITY (AGL)
Skill	
Acrobatics	
Dance	
Forgery	
Ground Vehicle — Motorcycle	
Tracked	
Wheeled	
Gunsmith	
Hovercraft	
Intrusion	
Jeweler	
Machinist	
Music	
Pickpocket	
Pilot — Fixed Wing	
Glider	
Rotatory Wing	
Snow Skiing	
Stealth	

Tac Missile	
Warhead	

CONSTITUTION (CON)
Skill	
Carpenter	
Climbing	
Combat Engineer	
Environment Suit	
Guard/Hunting Beasts	
Large Watercraft	
Parachute	
Riding	
Scuba	
Small Watercraft	
Swimming	

INTELIGENCE (INT)
Skill	
Farming	
Forward Observer	
Gambling	
Ground Tactics	
Interview	
Navigation	
Painting	
Perception	
Psycology	
Research	
Sculpture	
Scrouging	
Ship Tactics	
Stalking	
Streetwise	
Survival	
Tracking	
Willpower	

EDUCATION (EDU)
Skill	
Admin/Legal	
Anthropology	
Biology	
Chemistry	

Civil Engineer	
Computer	
Construction	
Electronics — Repair/Maint.	
Sensor Operation	
Communications	
Excavation	
Geology	
History	
Map	
Marketing	
Medical — Diagnosis	
Trauma Aid	
Surgery	
Metallurgy	
Meteorology	
Physics	

CHARISMA (CHR)
Skill	
Act/Bluff	
Carousing	
Disguise	
Instruction	
Interrogation	
Language (x)	
Language (x)	
Language (x)	
Language (x)	
Language (x)	
Leadership	
Persuasion	
Sing	

OTHER SKILLS
ATTR.	Skill	Exp.	Asset

DERIVED VALUES
Weight		Kg
Load		Kg
Throwing Range		m
Unarmed CD		HP
Radiation		RADS

FREE POINTS
Initiative points	
Skill points	

QUICK NOTES

AMMO COUNTERS
Caliber: Caliber:
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HIT CAPACITY

	AV	Scratch	Slight	Serious<=	Critical>	Current	
Head							1
Chest							4
Abdomen							5,6
Right Arm							2
Left Arm							3
Right Leg							7,8
Left Leg							9,0

-1 Ini   -3 Ini   -5 Ini

WEAPON DATA

Weapon	ROF	Damage	Penetration	Bulk	Magazine	R. SS	R. Burst	Ranges S / M / L / E	Hit Mod.

VEHICLE CARD

Vehicle Type	
Name/Callsign	
Stabilization	
Maintenance skill	
Armament	
Load	
Weight	
Ammo	
Crew	
Fuel Type	
Manteinance	
Night Vision	
Radiological	

Movement
Travel movem.	
Combat movem.	
Fuel Cap / Cons	

Combat statistics
Config:		TR	
Susp:		HF	
TF		HS	
TS		HR	

WEAPONS + AMMO

q.	Weapon / Ammo	Location	Weight

CHARACTER GENERATION

TWILIGHT 2000

BASIC ATTRIBUTES

	STR	AGL	CON	INT	EDU	CHR
Roll						
Mod							<=2
Final						

Each Attribute: 2D-6. If attributtes 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.

NATIVE LANGUAGES

Language	Level

BACKGROUND SKILLS

Skill	Level
	2
	2
	2
	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

Equipment or property	Location	Vol.	Weight
Weapons + Ammunition (Front side):		**TOTAL:**	

BACKGROUND & PERSONAL NOTES