TWILIGHT: 2013

Character Dossier

CHARACTER DOSSIER

CREDITS

G-1 (ADMINISTRATION)

Design: Clayton A. Oliver, Keith Taylor, and Ed Thomas

Additional Conceptual and Design Assistance: Candace Brunk (medicine and NBC warfare), Andy C. Davis, Kelly Gage (mounts), Robert Hudson, Camille Oliver, Tatu Salonen, Pete Sears, Justin Stodola (ballistics), Scott Taylor, Golden Tullis (close combat), and Jim Wardrip

G-2 (INTELLIGENCE)

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G-3 (OPERATIONS)

Written By: Clayton A. Oliver, Simon Pratt, and Keith Taylor

Additional Writing: Gary Astleford, Josh Benton, Andy Davis, Andy Miller, Martin Ralya, Tatu Salonen, Justin Stodola, and Team NPC (Derek Klein and Max Messina)

Cover Art: Tyler Windham

G-4 (LOGISTICS)

Production Director: Keith Taylor

Art Director: Keith Taylor

Editrix: Candy Hall Brunk

Layout & Typesetting: Keith Taylor

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CHARACTER DOSSIER

TWILIGHT: 2013

Character Name | Player Name

Age | Gender | Hair Color | Eye Color | Height | Weight | Build | Blood Type

Occupation/MOS/Position | Rank | Last Year

Handedness | Nationality | Langauges

SKILLS & ATTRIBUTES

SKILL NAME	RATING	LEARNING EXPERIENCE	LEVEL
		❑❑❑	
		❑❑❑	
		❑❑❑	

TWILIGHT: 2013

THRESHOLDS

Location	Slight	Moderate	Serious	Critical	Armor
Head	1 / ❑	/ ❑	/ ❑	/ ❑	/
Torso	1 / ❑	/ ❑	/ ❑	/ ❑	/
Right Arm	1 / ❑	/ ❑	/ ❑	/ ❑	/
Left Arm	1 / ❑	/ ❑	/ ❑	/ ❑	/
Right Leg	1 / ❑	/ ❑	/ ❑	/ ❑	/
Left Leg	1 / ❑	/ ❑	/ ❑	/ ❑	/
Fatigue	/ ❑	/ ❑	/ ❑	/ ❑	N/A
Psychological	8 /	16 /	24 /	32 /	N/A

CARRYING CAPACITY

Combat Load	March Load	Emergency Load	Damaging Load
kg.	kg.	kg.	kg.

MOVEMENT RATES

Sprint	Run	Jog	Walk	Stagger	Crawl	Travel
			4	2	1	

ADVANTAGES & DISADVANTAGES

ADVANTAGES	POINTS	DISADVANTAGES	POINTS

REPUTATION

Trait	Value	Rating
Renown		
Force		
Skill		
Integrity		
Service		
Luck		

BACKGROUND

CHARACTER SKETCH

TWILIGHT: 2013

EQUIPMENT

GEAR CARRIED	QTY	WEIGHT

GEAR STOWED	QTY	WEIGHT

CURRENCY CARRIED	$	WEIGHT

CURRENCY STOWED	$	WEIGHT

NON-MONETARY	$	WEIGHT
GOLD		
SILVER		

NON-MONETARY	$	WEIGHT
GOLD		
SILVER		

TWILIGHT: 2013

PRIMARY FIREARM

ROF

RECOIL

BULK

WEIGHT

AMMO

CAPACITY

WEAPON NAME

Attachments/Notes:

MAX. RANGE

OPT. RANGE

WEAPON STATS

	Personal	Gunfighting	CQB	Tight	Medium	Open	Sniping	Extreme
Speed								
Attack								
Damage								
Penetration								

Ammo:

Ammo:

Ammo:

Ammo:

Ammo:

Ammo:

Ammo:

Ammo:

Ammo:

Ammo:

TWILIGHT: 2013

SECONDARY FIREARM

ROF

RECOIL

BULK

WEIGHT

AMMO

CAPACITY

WEAPON NAME

Attachments/Notes:

MAX. RANGE

OPT. RANGE

WEAPON STATS

	Personal	Gunfighting	CQB	Tight	Medium	Open	Sniping	Extreme
Speed								
Attack								
Damage								
Penetration								

Ammo:

Ammo:

Ammo:

Ammo:

Ammo:

Ammo:

Ammo:

Ammo:

Ammo:

Ammo:

TWILIGHT: 2013

VEHICLE

CREW
CARGO
WEIGHT
BV
SP

VEHICLE NAME

Special Equipment/Sensors/Notes:

CONFIGURATION
SUSPENSION
MAINTENANCE
ARMOR

TRAVEL SPEED
COMBAT SPEED
FUEL
FUEL CONS

PRIMARY WEAPON

CAPACITY
RATE OF FIRE
MAX. RANGE
OPT. RANGE
SPEED

WEAPON NAME

Notes:

WEAPON STATS

Round	Damage	Penetration	Explosiin.Effects	BV	SP

SECONDARY WEAPONS

Weapon	Caliber	Cap.	Dam.	Pen.	Rng	ROF	Speed	Rec	Bulk	Wgt	BV	SP

TWILIGHT: 2013

TEAM RECORD

Team Leader

TEAM INTEGRATION

TEAM MEMBERS

REACTION DRILLS

TEAM EQUIPMENT

GEAR CARRIED	QTY	WEIGHT

GEAR STOWED	QTY	WEIGHT

CURRENCY CARRIED	$	WEIGHT

CURRENCY STOWED	$	WEIGHT

NON-MONETARY	$	WEIGHT
GOLD		
SILVER		

NON-MONETARY	$	WEIGHT
GOLD		
SILVER		

TWILIGHT: 2013

CONTACTS

NPC Name | Quality | Category

Age | Gender | Hair Color | Eye Color | Height | Weight | Handedness

Nationality | Occupation/MOS/Position | Rank | Langauges

DESCRIPTION/NOTES

NPC Name | Quality | Category

Age | Gender | Hair Color | Eye Color | Height | Weight | Handedness

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NPC Name | Quality | Category

Age | Gender | Hair Color | Eye Color | Height | Weight | Handedness

Nationality | Occupation/MOS/Position | Rank | Langauges

DESCRIPTION/NOTES

NOTES

NOTES

NOTES

CHARACTER WORKSHEETS

0. General Information

Name _____
Quality _____
Nationality _____
MOS/Position _____
Rank _____
Handedness _____
Langauges _____
_____

1. Attribute Scores

Roll 2d6–1 seven times, recording each die result. Then allocate the seven results as you see fit. Assign a default value of 6 to Education to represent a high school diploma or the equivalent. You may voluntarily remove up to 5 points from Education, applying each removed point to another attribute. You may not increase any attribute above 10 in this manner.

If the total of these seven values is less than 40, add points as you see fit to bring the total up to 40. You may not increase any attribute above 8 in this manner.

Alternatively, Start with a pool of 52 attribute points (we recommend 48 points for green characters, 56 points for experienced ones, 60 points for veterans, and 65 points as an elite) and distribute them as you see fit, with at least one point in each. At this stage of character creation, Education cannot have a value higher than 6 and no other attribute can exceed 10.

Attribute	Initial	Modifiers	Value
Awareness			
Cognition			
Coordination			
Fitness			
Muscle			
Personality			
Resolve			
Education			
CUF			
OODA			

Initial CUF value is equal to (Resolve / 2).
Initial OODA value is equal to (Awareness / 2).

2. Background Skills

Your character receives 6 points in the Language cascade for his native language. You also may distribute (6 + Cognition) skill points among the following skills, with no more than 3 points in any one skill:

Skill	Points	Final
Agriculture		
Animal Husbandry		
Aquatics/SCUBA		
Archery		
Artisan (any cascade)		
Aviation		
Climbing		
Command		
Computing/Programming		
Construction		
Deception		
Driving/Heavy, /Motorcycle		
Electronics		
Fieldcraft		
Hand-to-Hand/Grappling		
Hand Weapons/Grappling		
Instruction		
Intimidation		
Language (any cascade)		
Longarm		
Mechanics		
Medicine		
Mounts		
Performance (any cascade)		
Persuasion		
Security		
Sidearm		
Streetcraft		

NOTE: Unless otherwise specified in the phase's Special Rules entry, each year of a life path phase provides 1 personal skill point (for example, a phase that lasts 4 years provides 4 personal skill points). You may not use personal skill points to raise any skill above a value of 15. You may spend personal skill points on any skill except Artillery, Gunnery, Special Equipment, Special Vehicle, and Support Weapons. Any restrictions on spending a phase's professional skill points do not apply to personal skill points.

In addition, you may spend 5 personal skill points to increase any attribute by 1. If necessary, you may "save up" personal skill points over multiple phases to make such a purchase. You may not raise Education above 7 in this manner, nor any other attribute above 9.

3. Lifepaths

1st Term
- **Length**
- **Benefits**
- **Special Rules**
- **Hazardous Duty**
- **Rank**

2nd Term
- **Length**
- **Benefits**
- **Special Rules**
- **Hazardous Duty**
- **Rank**

3rd Term
- **Length**
- **Benefits**
- **Special Rules**
- **Hazardous Duty**
- **Rank**

4th Term
- **Length**
- **Benefits**
- **Special Rules**
- **Hazardous Duty**
- **Rank**

5th Term
- **Length**
- **Benefits**
- **Special Rules**
- **Hazardous Duty**
- **Rank**

Last Year
- **Benefits**
- **Special Rules**
- **Hazardous Duty**
- **Rank**
- **Equipment Dice**
- **Rads**

4. Skills

Skill	Value	Rating

Degrees

5. Advantages/Disadvantages

Name	Value

At the end of every phase that grants Rank, you must determine whether your character earns a promotion. This requires an attribute check with a penalty equal to 2 plus your character's current Rank.

6. Fatigue Thresholds

Slight	_____	FIT/2
Moderate	_____	FIT
Serious	_____	FIT + (RES/2)
Critical	_____	FIT + RES

7. Movement Speeds

Sprint	_____	10 + (MUS/2)
Run	_____	8 + (MUS/3)
Trot	_____	6 + (MUS/4)
Walk	4	
Stagger	2	
Crawl	1	
Travel Speed	_____	3 + (FIT/3) kph

8. Wound Thresholds

Base = [10+MUS+[FIT x 2])/4

Location	Slight	Moderate	Serious	Critical
Head	1	_____	_____	_____
		Base x .5	Base	Base x 1.5
Torse	1	_____	_____	_____
		Base	Base x 2	Base x 3
Limbs	1	_____	_____	_____
		Base	Base x 1.5	Base x 2

9. Physique *

Builds		Modifier
Slight	MUS or FIT < 10	14
Average	Normal	19
Large	FIT <= 12	27
Athletic	FIT + MUS => 16 or higher, neither attribute below 5	21

Male Height	_____	(4d20 + 138)/100
Femal Height	_____	(4d20 + 120) /100
Weight	_____	Height x Height x Build)

10. Carrying Capacity

Combat Load _____

(Stage II - 10 + MUS)
(Stage III - Weight x [20 + MUS]%)

March Load _____

(Stage II - 11 + MUS + FIT)
(Stage III -Weight x [26 + MUS+FIT]%)

Emergency Load _____

(Stage II - 21 +(2 x MUS) + FIT + RES)
(Stage III -Weight x [55 + MUS+FIT+RES]%)

Damaging Load _____

(Stage II - x 2 Emergency Load)
(Stage III -x 2 Emergency Load)

11. Nutritional Requirements

A character's base starvation threshold - the length of time he can go without food and avoid attribute reduction - depends on his age:

Age	Starvation Threshold
Under 20	6 days
20-29	7 days
30-34	8 days
35-39	9 days
40-44	10 days
45-49	9 days
50-59	8 days
60-64	7 days
65-69	6 days
70-74	5 days
75+	4 days

Reduce the threshold by 1 day for every physical attribute with a value between 8 and 11, and by 2 for every physical attribute with a value of 12 or greater. This cannot reduce the threshold below 3 days. Finally, for a female character, multiply the threshold by 1.2.

For Stage III, if a character has an athletic build, multiply the threshold by 0.75.

* Physique is a Stage III rule only. For Stage I and II character creation, you are free to choose your character's height and weight.

12. Contacts

Base _____ PER + 1 per 10 years of age

For every pass through a military combat arm phase, subtract one contact.

Die Roll	Contact Quality
1-4	Green
5-11	Regular
12-16	Experienced
17-19	Veteran
20	Elite

Age

Age	AWA	CDN	COG	EDU	FIT	MUS	PER
30	—	1	—	—	—	—	—
35	—	2	—	—	—	1	—
40	1	3	—	—	—	2	—
45	2	4	—	—	—	3	—
50	3	5	—	—	1	4	—
55	4	6	—	—	2	5	—
60	5	7	1	—	3	6	—
65	6	8	2	—	4	7	—
70	7	9	3	—	5	8	1
75	8	10	4	—	6	9	2
80	9	10	5	1	7	10	3
84	10	10	6	2	8	10	4
87	10	10	7	3	9	10	5
89	10	10	8	4	10	10	6
90	10	10	9	5	10	10	7
91	10	10	10	6	10	10	8
92	10	10	10	7	10	10	9
93	10	10	10	8	10	10	10
94	10	10	10	9	10	10	10
95+	10	10	10	10	10	10	10

Whenever a character reaches or exceeds a threshold age during a phase, you must make one or more aging rolls against the possibility of attribute loss. The above table defines threshold ages. You must roll 1d10 for each attribute. Your character loses 1 point in each attribute for which the corresponding die result is less than or equal to the listed number.

NOTES

CHARACTER DOSSIER

TWILIGHT: 2013

Character Name | Player Name

Age | Gender | Hair Color | Eye Color | Height | Weight | Build | Blood Type

Occupation/MOS/Position | Rank | Last Year

Handedness | Nationality | Langauges

SKILLS & ATTRIBUTES

SKILL NAME	RATING	LEARNING EXPERIENCE	LEVEL
		❑❑❑	
		❑❑❑	
		❑❑❑	

TWILIGHT: 2013

THRESHOLDS

Location	Slight	Moderate	Serious	Critical	Armor
Head	1 / ❑	/ ❑	/ ❑	/ ❑	/
Torso	1 / ❑	/ ❑	/ ❑	/ ❑	/
Right Arm	1 / ❑	/ ❑	/ ❑	/ ❑	/
Left Arm	1 / ❑	/ ❑	/ ❑	/ ❑	/
Right Leg	1 / ❑	/ ❑	/ ❑	/ ❑	/
Left Leg	1 / ❑	/ ❑	/ ❑	/ ❑	/
Fatigue	/ ❑	/ ❑	/ ❑	/ ❑	N/A
Psychological	8 /	16 /	24 /	32 /	N/A

CARRYING CAPACITY

Combat Load	March Load	Emergency Load	Damaging Load
kg.	kg.	kg.	kg.

MOVEMENT RATES

Sprint	Run	Jog	Walk	Stagger	Crawl	Travel
			4	2	1	

ADVANTAGES & DISADVANTAGES

ADVANTAGES	POINTS	DISADVANTAGES	POINTS

REPUTATION

Trait	Value	Rating
Renown		
Force		
Skill		
Integrity		
Service		
Luck		

BACKGROUND

CHARACTER SKETCH

TWILIGHT: 2013

EQUIPMENT

GEAR CARRIED	QTY	WEIGHT

GEAR STOWED	QTY	WEIGHT

CURRENCY CARRIED	$	WEIGHT

CURRENCY STOWED	$	WEIGHT

NON-MONETARY	$	WEIGHT
GOLD		
SILVER		

NON-MONETARY	$	WEIGHT
GOLD		
SILVER		

TWILIGHT: 2013

PRIMARY FIREARM

ROF

RECOIL

BULK

WEIGHT

AMMO

CAPACITY

WEAPON NAME

Attachments/Notes:

MAX. RANGE

OPT. RANGE

WEAPON STATS

	Personal	Gunfighting	CQB	Tight	Medium	Open	Sniping	Extreme
Speed								
Attack								
Damage								
Penetration								

Ammo:

Ammo:

Ammo:

Ammo:

Ammo:

Ammo:

Ammo:

Ammo:

Ammo:

Ammo:

TWILIGHT: 2013

SECONDARY FIREARM

ROF

RECOIL

BULK

WEIGHT

AMMO

CAPACITY

WEAPON NAME

Attachments/Notes:

MAX. RANGE

OPT. RANGE

WEAPON STATS

	Personal	Gunfighting	CQB	Tight	Medium	Open	Sniping	Extreme
Speed								
Attack								
Damage								
Penetration								

Ammo:

Ammo:

Ammo:

Ammo:

Ammo:

Ammo:

Ammo:

Ammo:

Ammo:

Ammo:

TWILIGHT: 2013

VEHICLE

CREW
CARGO
WEIGHT
BV
SP

VEHICLE NAME

Special Equipment/Sensors/Notes:

CONFIGURATION
SUSPENSION
MAINTENANCE
ARMOR

TRAVEL SPEED
COMBAT SPEED
FUEL
FUEL CONS

PRIMARY WEAPON

CAPACITY
RATE OF FIRE
MAX. RANGE
OPT. RANGE
SPEED

WEAPON NAME

Notes:

WEAPON STATS

Round	Damage	Penetration	Explosiin.Effects	BV	SP

SECONDARY WEAPONS

Weapon	Caliber	Cap.	Dam.	Pen.	Rng	ROF	Speed	Rec	Bulk	Wgt	BV	SP

TWILIGHT: 2013

TEAM RECORD

Team Leader

TEAM INTEGRATION

TEAM MEMBERS

REACTION DRILLS

TEAM EQUIPMENT

GEAR CARRIED	QTY	WEIGHT

GEAR STOWED	QTY	WEIGHT

CURRENCY CARRIED	$	WEIGHT

CURRENCY STOWED	$	WEIGHT

NON-MONETARY	$	WEIGHT
GOLD		
SILVER		

NON-MONETARY	$	WEIGHT
GOLD		
SILVER		

TWILIGHT: 2013

CONTACTS

NPC Name | Quality | Category

Age | Gender | Hair Color | Eye Color | Height | Weight | Handedness

Nationality | Occupation/MOS/Position | Rank | Langauges

DESCRIPTION/NOTES

NPC Name | Quality | Category

Age | Gender | Hair Color | Eye Color | Height | Weight | Handedness

Nationality | Occupation/MOS/Position | Rank | Langauges

DESCRIPTION/NOTES

NPC Name | Quality | Category

Age | Gender | Hair Color | Eye Color | Height | Weight | Handedness

Nationality | Occupation/MOS/Position | Rank | Langauges

DESCRIPTION/NOTES

TWILIGHT: 2013

CONTACTS

NPC Name | Quality | Category

Age | Gender | Hair Color | Eye Color | Height | Weight | Handedness

Nationality | Occupation/MOS/Position | Rank | Langauges

DESCRIPTION/NOTES

NPC Name | Quality | Category

Age | Gender | Hair Color | Eye Color | Height | Weight | Handedness

Nationality | Occupation/MOS/Position | Rank | Langauges

DESCRIPTION/NOTES

NPC Name | Quality | Category

Age | Gender | Hair Color | Eye Color | Height | Weight | Handedness

Nationality | Occupation/MOS/Position | Rank | Langauges

DESCRIPTION/NOTES

NOTES

NOTES

NOTES

CHARACTER WORKSHEETS

0. General Information

Name _____
Quality _____
Nationality _____
MOS/Position _____
Rank _____
Handedness _____
Langauges _____
_____

1. Attribute Scores

Roll 2d6–1 seven times, recording each die result. Then allocate the seven results as you see fit. Assign a default value of 6 to Education to represent a high school diploma or the equivalent. You may voluntarily remove up to 5 points from Education, applying each removed point to another attribute. You may not increase any attribute above 10 in this manner.

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Cognition			
Coordination			
Fitness			
Muscle			
Personality			
Resolve			
Education			
CUF			
OODA			

Initial CUF value is equal to (Resolve / 2).
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Aviation		
Climbing		
Command		
Computing/Programming		
Construction		
Deception		
Driving/Heavy, /Motorcycle		
Electronics		
Fieldcraft		
Hand-to-Hand/Grappling		
Hand Weapons/Grappling		
Instruction		
Intimidation		
Language (any cascade)		
Longarm		
Mechanics		
Medicine		
Mounts		
Performance (any cascade)		
Persuasion		
Security		
Sidearm		
Streetcraft		

NOTE: Unless otherwise specified in the phase's Special Rules entry, each year of a life path phase provides 1 personal skill point (for example, a phase that lasts 4 years provides 4 personal skill points). You may not use personal skill points to raise any skill above a value of 15. You may spend personal skill points on any skill except Artillery, Gunnery, Special Equipment, Special Vehicle, and Support Weapons. Any restrictions on spending a phase's professional skill points do not apply to personal skill points.

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3. Lifepaths

1st Term
- **Length**
- **Benefits**
- **Special Rules**
- **Hazardous Duty**
- **Rank**

2nd Term
- **Length**
- **Benefits**
- **Special Rules**
- **Hazardous Duty**
- **Rank**

3rd Term
- **Length**
- **Benefits**
- **Special Rules**
- **Hazardous Duty**
- **Rank**

4th Term
- **Length**
- **Benefits**
- **Special Rules**
- **Hazardous Duty**
- **Rank**

5th Term
- **Length**
- **Benefits**
- **Special Rules**
- **Hazardous Duty**
- **Rank**

Last Year
- **Benefits**
- **Special Rules**
- **Hazardous Duty**
- **Rank**
- **Equipment Dice**
- **Rads**

4. Skills

Skill	Value	Rating

Degrees

5. Advantages/Disadvantages

Name	Value

At the end of every phase that grants Rank, you must determine whether your character earns a promotion. This requires an attribute check with a penalty equal to 2 plus your character's current Rank.

6. Fatigue Thresholds

Slight	_____	FIT/2
Moderate	_____	FIT
Serious	_____	FIT + (RES/2)
Critical	_____	FIT + RES

7. Movement Speeds

Sprint	_____	10 + (MUS/2)
Run	_____	8 + (MUS/3)
Trot	_____	6 + (MUS/4)
Walk	4	
Stagger	2	
Crawl	1	
Travel Speed	_____	3 + (FIT/3) kph

8. Wound Thresholds

Base = [10+MUS+[FIT x 2])/4

Location	Slight	Moderate	Serious	Critical
Head	1	_____	_____	_____
		Base x .5	Base	Base x 1.5
Torse	1	_____	_____	_____
		Base	Base x 2	Base x 3
Limbs	1	_____	_____	_____
		Base	Base x 1.5	Base x 2

9. Physique *

Builds		Modifier
Slight	MUS or FIT < 10	14
Average	Normal	19
Large	FIT <= 12	27
Athletic	FIT + MUS => 16 or higher, neither attribute below 5	21

Male Height	_____	(4d20 + 138)/100
Femal Height	_____	(4d20 + 120) /100
Weight	_____	Height x Height x Build)

10. Carrying Capacity

Combat Load _____

(Stage II - 10 + MUS)
(Stage III - Weight x [20 + MUS]%)

March Load _____

(Stage II - 11 + MUS + FIT)
(Stage III -Weight x [26 + MUS+FIT]%)

Emergency Load _____

(Stage II - 21 +(2 x MUS) + FIT + RES)
(Stage III -Weight x [55 + MUS+FIT+RES]%)

Damaging Load _____

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(Stage III -x 2 Emergency Load)

11. Nutritional Requirements

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50-59	8 days
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65-69	6 days
70-74	5 days
75+	4 days

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12-16	Experienced
17-19	Veteran
20	Elite

Age

Age	AWA	CDN	COG	EDU	FIT	MUS	PER
30	—	1	—	—	—	—	—
35	—	2	—	—	—	1	—
40	1	3	—	—	—	2	—
45	2	4	—	—	—	3	—
50	3	5	—	—	1	4	—
55	4	6	—	—	2	5	—
60	5	7	1	—	3	6	—
65	6	8	2	—	4	7	—
70	7	9	3	—	5	8	1
75	8	10	4	—	6	9	2
80	9	10	5	1	7	10	3
84	10	10	6	2	8	10	4
87	10	10	7	3	9	10	5
89	10	10	8	4	10	10	6
90	10	10	9	5	10	10	7
91	10	10	10	6	10	10	8
92	10	10	10	7	10	10	9
93	10	10	10	8	10	10	10
94	10	10	10	9	10	10	10
95+	10	10	10	10	10	10	10

Whenever a character reaches or exceeds a threshold age during a phase, you must make one or more aging rolls against the possibility of attribute loss. The above table defines threshold ages. You must roll 1d10 for each attribute. Your character loses 1 point in each attribute for which the corresponding die result is less than or equal to the listed number.

NOTES

CHARACTER DOSSIER

TWILIGHT: 2013

Character Name | Player Name

Age | Gender | Hair Color | Eye Color | Height | Weight | Build | Blood Type

Occupation/MOS/Position | Rank | Last Year

Handedness | Nationality | Langauges

SKILLS & ATTRIBUTES

SKILL NAME	RATING	LEARNING EXPERIENCE	LEVEL
		❑❑❑	
		❑❑❑	
		❑❑❑	

TWILIGHT: 2013

THRESHOLDS

Location	Slight	Moderate	Serious	Critical	Armor
Head	1 / ❑	/ ❑	/ ❑	/ ❑	/
Torso	1 / ❑	/ ❑	/ ❑	/ ❑	/
Right Arm	1 / ❑	/ ❑	/ ❑	/ ❑	/
Left Arm	1 / ❑	/ ❑	/ ❑	/ ❑	/
Right Leg	1 / ❑	/ ❑	/ ❑	/ ❑	/
Left Leg	1 / ❑	/ ❑	/ ❑	/ ❑	/
Fatigue	/ ❑	/ ❑	/ ❑	/ ❑	N/A
Psychological	8 /	16 /	24 /	32 /	N/A

CARRYING CAPACITY

Combat Load	March Load	Emergency Load	Damaging Load
kg.	kg.	kg.	kg.

MOVEMENT RATES

Sprint	Run	Jog	Walk	Stagger	Crawl	Travel
			4	2	1	

ADVANTAGES & DISADVANTAGES

ADVANTAGES	POINTS	DISADVANTAGES	POINTS

REPUTATION

Trait	Value	Rating
Renown		
Force		
Skill		
Integrity		
Service		
Luck		

BACKGROUND

CHARACTER SKETCH

TWILIGHT: 2013

EQUIPMENT

GEAR CARRIED	QTY	WEIGHT

GEAR STOWED	QTY	WEIGHT

CURRENCY CARRIED	$	WEIGHT

CURRENCY STOWED	$	WEIGHT

NON-MONETARY	$	WEIGHT
GOLD		
SILVER		

NON-MONETARY	$	WEIGHT
GOLD		
SILVER		

TWILIGHT: 2013

PRIMARY FIREARM

ROF

RECOIL

BULK

WEIGHT

AMMO

CAPACITY

WEAPON NAME

Attachments/Notes:

MAX. RANGE

OPT. RANGE

WEAPON STATS

	Personal	Gunfighting	CQB	Tight	Medium	Open	Sniping	Extreme
Speed								
Attack								
Damage								
Penetration								

Ammo:

Ammo:

Ammo:

Ammo:

Ammo:

Ammo:

Ammo:

Ammo:

Ammo:

Ammo:

TWILIGHT: 2013

SECONDARY FIREARM

ROF

RECOIL

BULK

WEIGHT

AMMO

CAPACITY

WEAPON NAME

Attachments/Notes:

MAX. RANGE

OPT. RANGE

WEAPON STATS

	Personal	Gunfighting	CQB	Tight	Medium	Open	Sniping	Extreme
Speed								
Attack								
Damage								
Penetration								

Ammo:

Ammo:

Ammo:

Ammo:

Ammo:

Ammo:

Ammo:

Ammo:

Ammo:

Ammo:

TWILIGHT: 2013

VEHICLE

CREW
CARGO
WEIGHT
BV
SP

VEHICLE NAME

Special Equipment/Sensors/Notes:

CONFIGURATION
SUSPENSION
MAINTENANCE
ARMOR

TRAVEL SPEED
COMBAT SPEED
FUEL
FUEL CONS

PRIMARY WEAPON

CAPACITY
RATE OF FIRE
MAX. RANGE
OPT. RANGE
SPEED

WEAPON NAME

Notes:

WEAPON STATS

Round	Damage	Penetration	Explosiin.Effects	BV	SP

SECONDARY WEAPONS

Weapon	Caliber	Cap.	Dam.	Pen.	Rng	ROF	Speed	Rec	Bulk	Wgt	BV	SP

TWILIGHT: 2013

TEAM RECORD

Team Leader

TEAM INTEGRATION

TEAM MEMBERS

REACTION DRILLS

TEAM EQUIPMENT

GEAR CARRIED	QTY	WEIGHT

GEAR STOWED	QTY	WEIGHT

CURRENCY CARRIED	$	WEIGHT

CURRENCY STOWED	$	WEIGHT

NON-MONETARY	$	WEIGHT
GOLD		
SILVER		

NON-MONETARY	$	WEIGHT
GOLD		
SILVER		

TWILIGHT: 2013

CONTACTS

NPC Name | Quality | Category

Age | Gender | Hair Color | Eye Color | Height | Weight | Handedness

Nationality | Occupation/MOS/Position | Rank | Langauges

DESCRIPTION/NOTES

NPC Name | Quality | Category

Age | Gender | Hair Color | Eye Color | Height | Weight | Handedness

Nationality | Occupation/MOS/Position | Rank | Langauges

DESCRIPTION/NOTES

NPC Name | Quality | Category

Age | Gender | Hair Color | Eye Color | Height | Weight | Handedness

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TWILIGHT: 2013

CONTACTS

NPC Name | Quality | Category

Age | Gender | Hair Color | Eye Color | Height | Weight | Handedness

Nationality | Occupation/MOS/Position | Rank | Langauges

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Age | Gender | Hair Color | Eye Color | Height | Weight | Handedness

Nationality | Occupation/MOS/Position | Rank | Langauges

DESCRIPTION/NOTES

NPC Name | Quality | Category

Age | Gender | Hair Color | Eye Color | Height | Weight | Handedness

Nationality | Occupation/MOS/Position | Rank | Langauges

DESCRIPTION/NOTES

NOTES

NOTES

NOTES

CHARACTER WORKSHEETS

0. General Information

Name _____
Quality _____
Nationality _____
MOS/Position _____
Rank _____
Handedness _____
Langauges _____
_____

1. Attribute Scores

Roll 2d6–1 seven times, recording each die result. Then allocate the seven results as you see fit. Assign a default value of 6 to Education to represent a high school diploma or the equivalent. You may voluntarily remove up to 5 points from Education, applying each removed point to another attribute. You may not increase any attribute above 10 in this manner.

If the total of these seven values is less than 40, add points as you see fit to bring the total up to 40. You may not increase any attribute above 8 in this manner.

Alternatively, Start with a pool of 52 attribute points (we recommend 48 points for green characters, 56 points for experienced ones, 60 points for veterans, and 65 points as an elite) and distribute them as you see fit, with at least one point in each. At this stage of character creation, Education cannot have a value higher than 6 and no other attribute can exceed 10.

Attribute	Initial	Modifiers	Value
Awareness			
Cognition			
Coordination			
Fitness			
Muscle			
Personality			
Resolve			
Education			
CUF			
OODA			

Initial CUF value is equal to (Resolve / 2).
Initial OODA value is equal to (Awareness / 2).

2. Background Skills

Your character receives 6 points in the Language cascade for his native language. You also may distribute (6 + Cognition) skill points among the following skills, with no more than 3 points in any one skill:

Skill	Points	Final
Agriculture		
Animal Husbandry		
Aquatics/SCUBA		
Archery		
Artisan (any cascade)		
Aviation		
Climbing		
Command		
Computing/Programming		
Construction		
Deception		
Driving/Heavy, /Motorcycle		
Electronics		
Fieldcraft		
Hand-to-Hand/Grappling		
Hand Weapons/Grappling		
Instruction		
Intimidation		
Language (any cascade)		
Longarm		
Mechanics		
Medicine		
Mounts		
Performance (any cascade)		
Persuasion		
Security		
Sidearm		
Streetcraft		

NOTE: Unless otherwise specified in the phase's Special Rules entry, each year of a life path phase provides 1 personal skill point (for example, a phase that lasts 4 years provides 4 personal skill points). You may not use personal skill points to raise any skill above a value of 15. You may spend personal skill points on any skill except Artillery, Gunnery, Special Equipment, Special Vehicle, and Support Weapons. Any restrictions on spending a phase's professional skill points do not apply to personal skill points.

In addition, you may spend 5 personal skill points to increase any attribute by 1. If necessary, you may "save up" personal skill points over multiple phases to make such a purchase. You may not raise Education above 7 in this manner, nor any other attribute above 9.

3. Lifepaths

1st Term
- **Length**
- **Benefits**
- **Special Rules**
- **Hazardous Duty**
- **Rank**

2nd Term
- **Length**
- **Benefits**
- **Special Rules**
- **Hazardous Duty**
- **Rank**

3rd Term
- **Length**
- **Benefits**
- **Special Rules**
- **Hazardous Duty**
- **Rank**

4th Term
- **Length**
- **Benefits**
- **Special Rules**
- **Hazardous Duty**
- **Rank**

5th Term
- **Length**
- **Benefits**
- **Special Rules**
- **Hazardous Duty**
- **Rank**

Last Year
- **Benefits**
- **Special Rules**
- **Hazardous Duty**
- **Rank**
- **Equipment Dice**
- **Rads**

4. Skills

Skill	Value	Rating

Degrees

5. Advantages/Disadvantages

Name	Value

At the end of every phase that grants Rank, you must determine whether your character earns a promotion. This requires an attribute check with a penalty equal to 2 plus your character's current Rank.

6. Fatigue Thresholds

Slight	_____	FIT/2
Moderate	_____	FIT
Serious	_____	FIT + (RES/2)
Critical	_____	FIT + RES

7. Movement Speeds

Sprint	_____	10 + (MUS/2)
Run	_____	8 + (MUS/3)
Trot	_____	6 + (MUS/4)
Walk	4	
Stagger	2	
Crawl	1	
Travel Speed	_____	3 + (FIT/3) kph

8. Wound Thresholds

Base = [10+MUS+[FIT x 2])/4

Location	Slight	Moderate	Serious	Critical
Head	1	_____	_____	_____
		Base x .5	Base	Base x 1.5
Torse	1	_____	_____	_____
		Base	Base x 2	Base x 3
Limbs	1	_____	_____	_____
		Base	Base x 1.5	Base x 2

9. Physique *

Builds		Modifier
Slight	MUS or FIT < 10	14
Average	Normal	19
Large	FIT <= 12	27
Athletic	FIT + MUS => 16 or higher, neither attribute below 5	21

Male Height	_____	(4d20 + 138)/100
Femal Height	_____	(4d20 + 120) /100
Weight	_____	Height x Height x Build)

10. Carrying Capacity

Combat Load _____

(Stage II - 10 + MUS)
(Stage III - Weight x [20 + MUS]%)

March Load _____

(Stage II - 11 + MUS + FIT)
(Stage III -Weight x [26 + MUS+FIT]%)

Emergency Load _____

(Stage II - 21 +(2 x MUS) + FIT + RES)
(Stage III -Weight x [55 + MUS+FIT+RES]%)

Damaging Load _____

(Stage II - x 2 Emergency Load)
(Stage III -x 2 Emergency Load)

11. Nutritional Requirements

A character's base starvation threshold - the length of time he can go without food and avoid attribute reduction - depends on his age:

Age	Starvation Threshold
Under 20	6 days
20-29	7 days
30-34	8 days
35-39	9 days
40-44	10 days
45-49	9 days
50-59	8 days
60-64	7 days
65-69	6 days
70-74	5 days
75+	4 days

Reduce the threshold by 1 day for every physical attribute with a value between 8 and 11, and by 2 for every physical attribute with a value of 12 or greater. This cannot reduce the threshold below 3 days. Finally, for a female character, multiply the threshold by 1.2.

For Stage III, if a character has an athletic build, multiply the threshold by 0.75.

* Physique is a Stage III rule only. For Stage I and II character creation, you are free to choose your character's height and weight.

12. Contacts

Base _____ PER + 1 per 10 years of age

For every pass through a military combat arm phase, subtract one contact.

Die Roll	Contact Quality
1-4	Green
5-11	Regular
12-16	Experienced
17-19	Veteran
20	Elite

Age

Age	AWA	CDN	COG	EDU	FIT	MUS	PER
30	—	1	—	—	—	—	—
35	—	2	—	—	—	1	—
40	1	3	—	—	—	2	—
45	2	4	—	—	—	3	—
50	3	5	—	—	1	4	—
55	4	6	—	—	2	5	—
60	5	7	1	—	3	6	—
65	6	8	2	—	4	7	—
70	7	9	3	—	5	8	1
75	8	10	4	—	6	9	2
80	9	10	5	1	7	10	3
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94	10	10	10	9	10	10	10
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