

Games STUDO

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



CHARACTER DOSSIER

Character Name				Player Name	Player Name				
Age	Gender	Hair Color	Eye Color	Height	Weight	Build	Blood Type		
Occupation/MOS/Position			Rank		 L;	ast Year			
Handedness			Nationality		La	angauges			

SKILLS & ATTRIBUTES

SKILL NAME	RATING	LEARNING EXPERIENCE	LEVEL	AWARENESS AWA
				COORDINATION (CDN)
				FITNESS
				MUSCLE MUS
				COGNITION COG
				EDUCATION
				PERSONALITY PER
				RESOLVE RESOLVE
				Improvement Points OODA
				SP
				SURVIVAL POINTS
				RADS RADS
				ST
				STARVATION THRESHOLD
	_			
				DEGREES
	_			

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.				

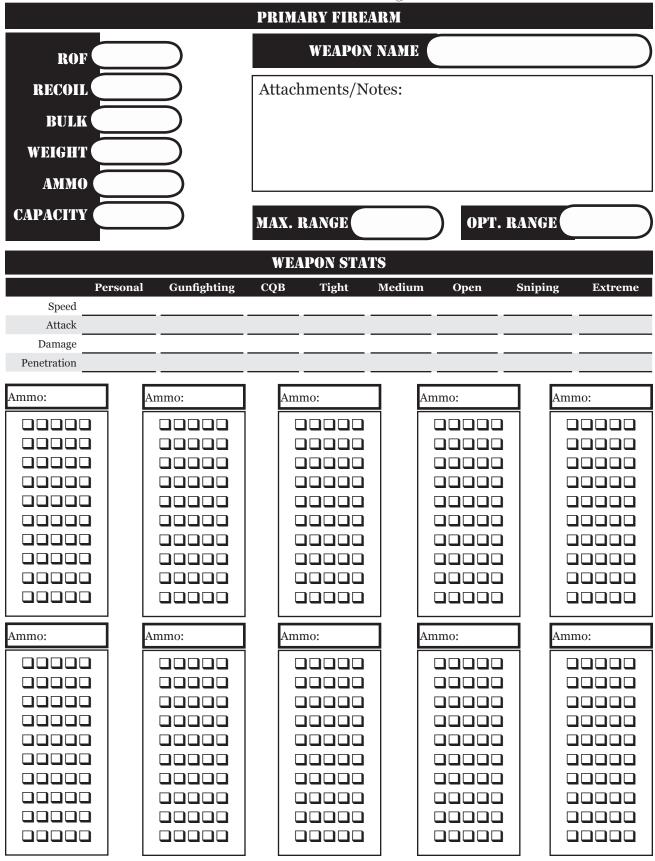
MOVEMENT RATES							
Sprint	Run	Jog	Walk	Stagger	Crawl	Travel	
			4	2	1		

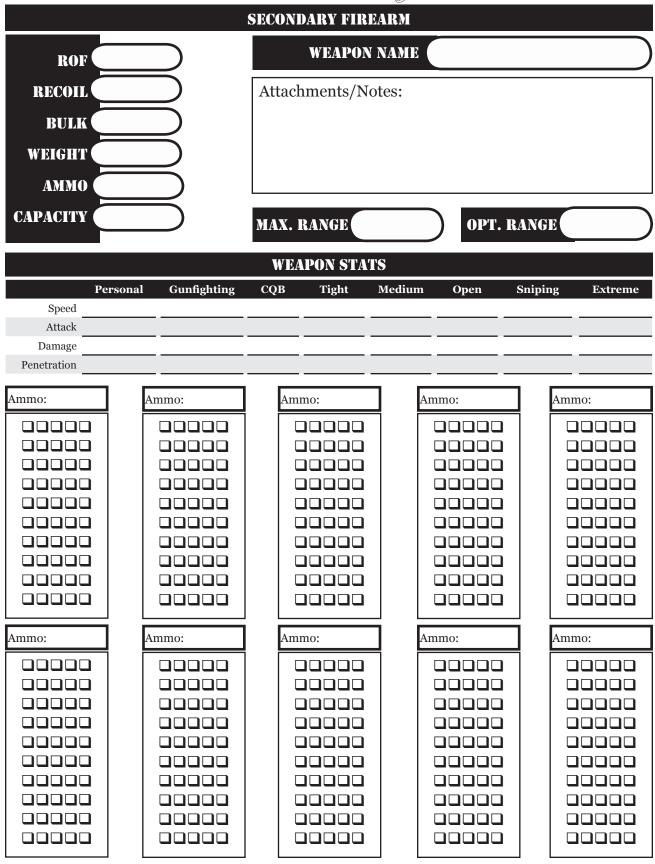
ADVANTAGES & DISADVANTAGES						
POINTS						

REPUTATION						
Trait	Value	Rating				
Renown						
Force						
Skill						
Integrity						
Service						
Luck						

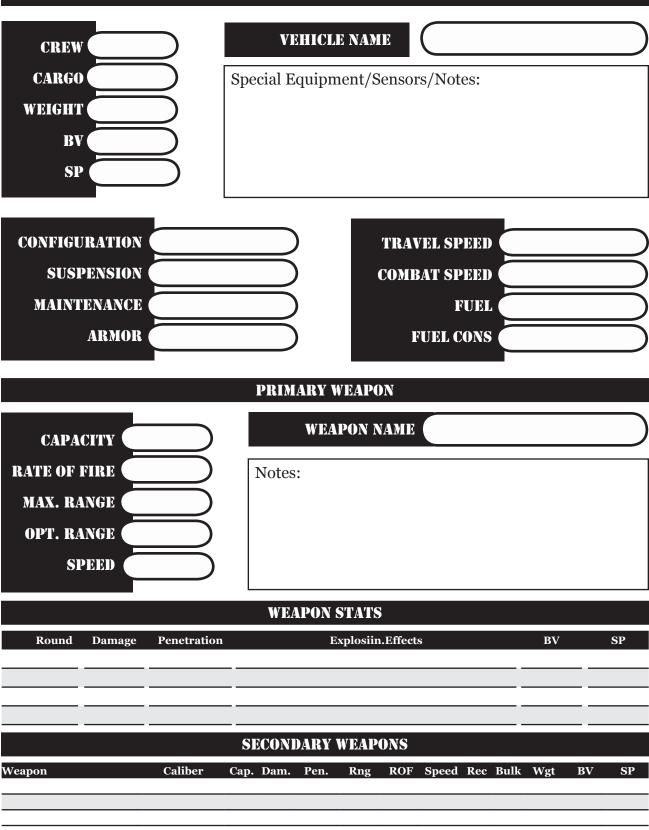
EQUIPMENT								
GEAR CARRIED	QTY	WEIGHT	GEAR STOWED	QTY	WEIGHT			
CURRENCY CARRIED	\$	WEIGHT	CURRENCY STOWED	\$	WEIGHT			
NON-MONETARY	\$	WEIGHT	NON-MONETARY	\$	WEIGHT			

NON-MONETARY	\$ WEIGHT	NON-MONETARY	\$ WEIGHT
GOLD		GOLD	
SILVER		SILVER	





VEHICLE



TEAM RECORD

Team Leader			TEAM INT	EGRATI	ON ON
TEAM MEM	IBERS		REACTION	DRILLS	
		TEAM EQ			
GEAR CARRIED	QTY	WEIGHT	GEAR STOWED	QTY_	WEIGHT
	·				
				`	
CURRENCY CARRIED	\$	WEIGHT	CURRENCY STOWED	\$	WEIGHT
				· ·	
NON-MONETARY	\$	WEIGHT	NON-MONETARY	\$	WEIGHT

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GOLD			GOLD			_
SILVER			SILVER			
						-

TWILIGHT:

CONTACTS

NPC Name		Qi	uality		Category		
Age	Gender	Hair Color	Eye Color	Height	Weight	Handedness	
Nationality		Occupation/MOS	S/Position	Rank		Langauges	
DESCRII	PTION/NOT	res					
NPC Name		Qi	uality		Category		
Age	Gender	Hair Color	Eye Color	Height	Weight	Handedness	
Nationality		Occupation/MOS	S/Position	Rank		Langauges	
DESCRII	PTION/NOT	TES					
NPC Name		Q	uality		Category		
Age	Gender	Hair Color	Eye Color	Height	Weight	Handedness	
Nationality	ationality Occupation/MOS/Position			Rank		Langauges	
DESCRII	PTION/NOT	TES					

CONTACTS

NPC Name		Ç	Quality		Catego	ry	
Age	Gender	Hair Color	Eye Color	Height	Weight	Handedness	
Nationality		Occupation/MC	OS/Position	Rank		Langauges	
DESCRI	PTION/NO	TES					
NPC Name			Quality		Categor	ry	
Age	Gender	Hair Color	Eye Color	Height	Weight	Handedness	
Nationality		Occupation/MC	S/Position	Rank		Langauges	
DESCRU	PTION/NO	TES					
NPC Name			Quality		Catego	rv	
			2		8	- ,	
Age	Gender	Hair Color	Eye Color	Height	Weight	Handedness	
Nationality		Occupation/MC	OS/Position	Rank		Langauges	
DESCRI	PTION/NO	TES					

CHARACTER WORKSHEETS

o. 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	4. Skills		
1st Term	Skill	Value Rating	
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	Degrees		
Length			
Benefits			
Special Rules	5. Advantages/I	Disadvantagas	
Hazardous Duty	5. Auvailtages/1	Jisauvantages	
Rank	Name	Value	
Last Year			—
Benefits			—
Special Rules			—
Hazardous Duty			—
Rank			—
Equipment Dice			_
Rads	At the end of every pha	se that grants Rank, you must dete	er-
	mine whether your charac an attribute check with a	ter earns a promotion. This require penalty equal to 2 plus your chara	res
	ter's current Rank.		

6. Fatigue Thresholds

FIT/2
 FIT
 FIT + (RES/2)
 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 Heig	ht (4d20 + 138	3)/100	
Femal Hei	ght (4d20 + 120	(4d20 + 120) /100	
Weight	Height x He	ight 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.



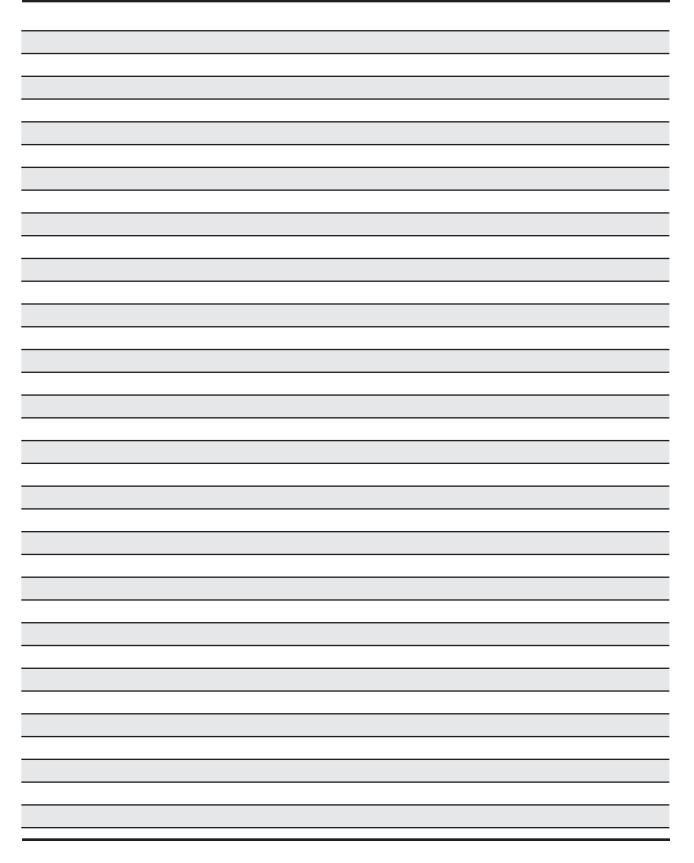
12. Contacts

Base	PER + 1 per 10 years of age
For every pass th subtract one con	nrough a military combat arm phase, tact.
Die Roll	Contact Quality
1-4 5-11 12-16 17-19 20	Green Regular Experienced Veteran 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.

TWILIGHT:



CHARACTER DOSSIER

Character Name				Player Name			
Age	Gender	Hair Color	Eye Color	Height	Weight	Build	Blood Type
Occupation/MOS	/Position		Rank		 L;	ast Year	
Handedness			Nationality		La	angauges	

SKILLS & ATTRIBUTES

SKILL NAME	RATING	LEARNING EXPERIENCE	LEVEL	AWARENESS AWA
				COORDINATION (CDN)
				FITNESS
				MUSCLE MUS
				COGNITION COG
				EDUCATION EDU
				PERSONALITY PER
				RESOLVE RESOLVE
				Improvement Points OODA
				SP
				SURVIVAL POINTS
				RADS RADS
				ST
				STARVATION THRESHOLD
	_			
				DEGREES
	_			

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.				

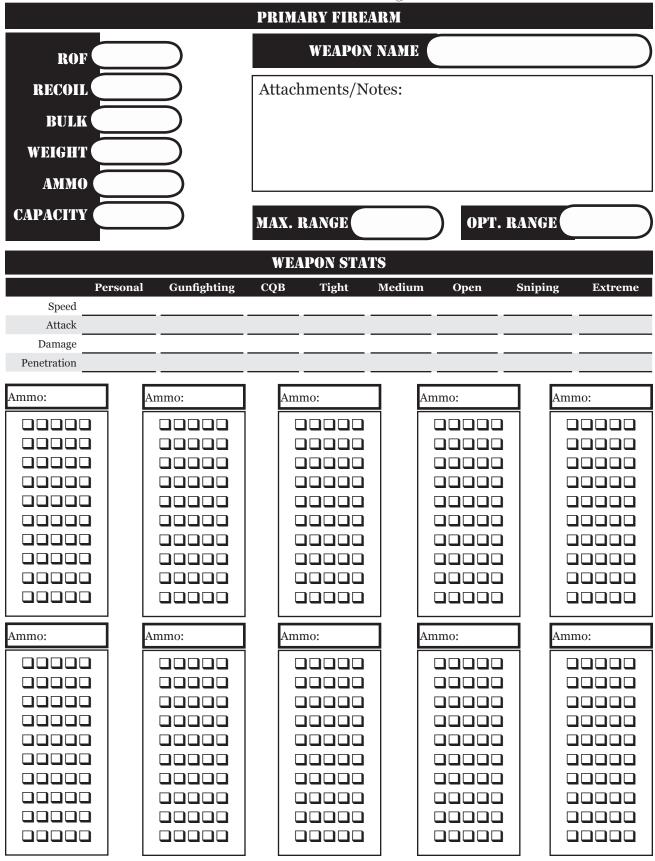
MOVEMENT RATES								
Sprint Run Jog Walk Stagger Crawl Travel								
			4	2	1			

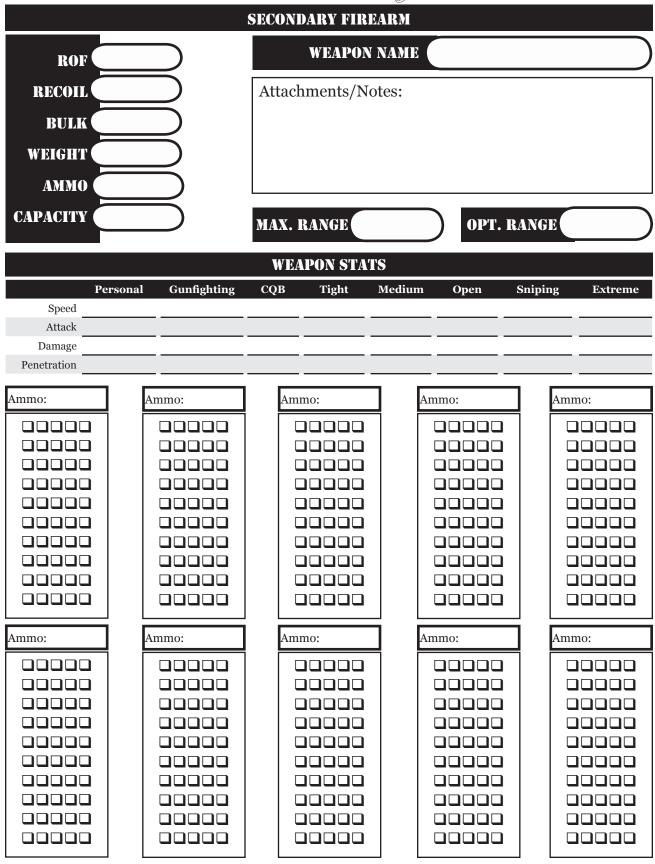
ADVANTAGES & DISADVANTAGES							
POINTS							

REPUTATION						
Trait	Value	Rating				
Renown						
Force						
Skill						
Integrity						
Service						
Luck						

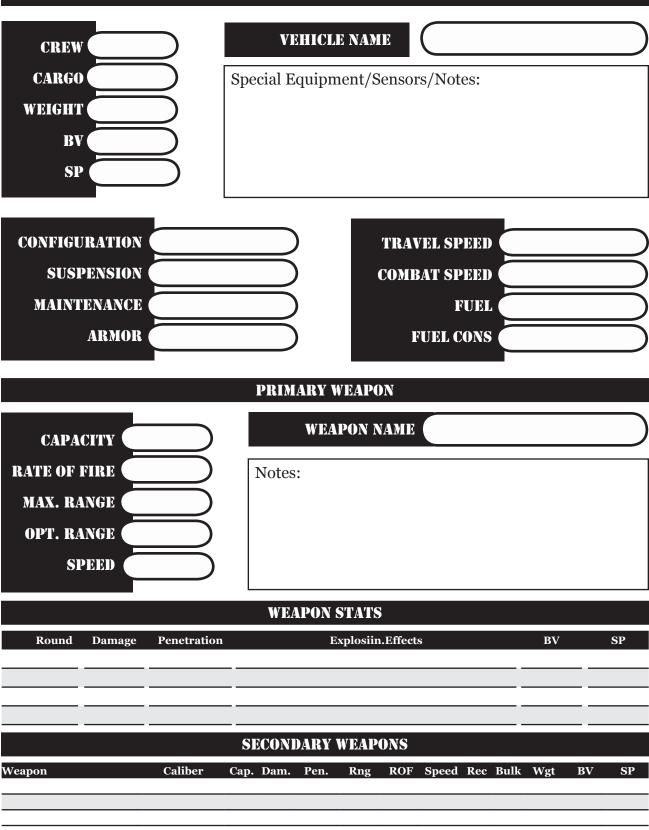
	EQUIPMENT									
GEAR CARRIED	QTY	WEIGHT	GEAR STOWED	QTY	WEIGHT					
CURRENCY CARRIED	\$	WEIGHT	CURRENCY STOWED	\$	WEIGHT					
NON-MONETARY	\$	WEIGHT	NON-MONETARY	\$	WEIGHT					

NON-MONETARY	\$ WEIGHT	NON-MONETARY	\$ WEIGHT
GOLD		GOLD	
SILVER		SILVER	





VEHICLE



TEAM RECORD

Team Leader			TEAM INT	EGRATI	ON ON
TEAM MEM	IBERS		REACTION	DRILLS	
		TEAM EQ			
GEAR CARRIED	QTY_	WEIGHT	GEAR STOWED	QTY_	WEIGHT
	·				
				`	
CURRENCY CARRIED	\$	WEIGHT	CURRENCY STOWED	\$	WEIGHT
				· ·	
				· ·	
NON-MONETARY	\$	WEIGHT	NON-MONETARY	\$	WEIGHT

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GOLD			GOLD			_
SILVER			SILVER			
						-

TWILIGHT:

CONTACTS

NPC Name	Name Quality		uality	y Catego		у	
Age	Gender	Hair Color	Eye Color	Height	Weight	Handedness	
Nationality		Occupation/MOS	S/Position	Rank		Langauges	
DESCRII	PTION/NOT	res					
NPC Name		Qi	uality		Category		
Age	Gender	Hair Color	Eye Color	Height	Weight	Handedness	
Nationality		Occupation/MOS	S/Position	Rank		Langauges	
DESCRII	PTION/NOT	TES					
NPC Name		Q	Quality		Category		
Age	Gender	Hair Color	Eye Color	Height	Weight	Handedness	
Nationality	Occupation/MOS/Position		Rank		Langauges		
DESCRII	PTION/NOT	TES					

CONTACTS

NPC Name		Ç	Quality		Catego	ry	
Age	Gender	Hair Color	Eye Color	Height	Weight	Handedness	
Nationality		Occupation/MC	OS/Position	Rank		Langauges	
DESCRI	PTION/NO	TES					
NPC Name			Quality		Categor	ry	
Age	Gender	Hair Color	Eye Color	Height	Weight	Handedness	
Nationality		Occupation/MC	S/Position	Rank		Langauges	
DESCRU	PTION/NO	TES					
NPC Name			Quality		Catego	rv	
	une Quanty			8	- ,		
Age	Gender	Hair Color	Eye Color	Height	Weight	Handedness	
Nationality		Occupation/MC	OS/Position	Rank		Langauges	
DESCRI	PTION/NO	TES					

CHARACTER WORKSHEETS

o. General Information			
Name			
Quality			
Nationality			
MOS/Position			
Rank			
Handedness			
Langauges			

1. Attribute Scores

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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).

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Command		
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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	4. Skills		
1st Term	Skill	Value Rating	
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	Degrees		
Length			
Benefits			
Special Rules	5. Advantages/I	Disadvantagas	
Hazardous Duty	5. Auvailtages/1	Jisauvantages	
Rank	Name	Value	
Last Year			—
Benefits			—
Special Rules			—
Hazardous Duty			—
Rank			—
Equipment Dice			_
Rads	At the end of every pha	se that grants Rank, you must dete	er-
	mine whether your charac an attribute check with a	ter earns a promotion. This require penalty equal to 2 plus your chara	res
	ter's current Rank.		

6. Fatigue Thresholds

FIT/2
 FIT
 FIT + (RES/2)
 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 Heig	ht (4d20 + 138	3)/100
Femal Hei	ght (4d20 + 120)/100
Weight	Height x He	ight 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

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Damaging Load

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

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50-59	8 days
60-64	7 days
65-69	6 days
70-74	5 days
75+	4 days

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

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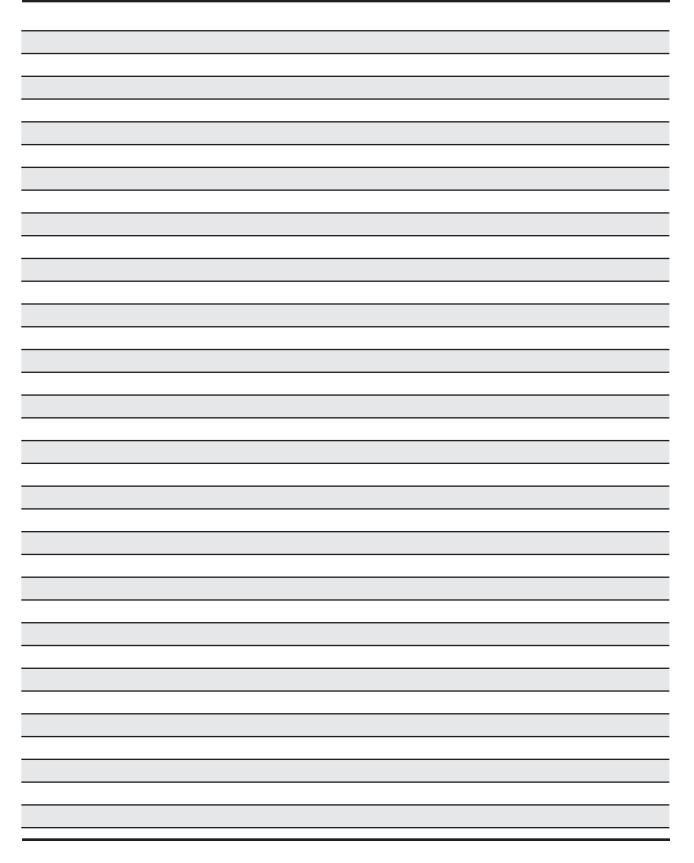
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Base	PER + 1 per 10 years of age
For every pass th subtract one con	nrough a military combat arm phase, tact.
Die Roll	Contact Quality
1-4 5-11 12-16 17-19 20	Green Regular Experienced Veteran Elite

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.

TWILIGHT:



CHARACTER DOSSIER

Character Name				Player Name	Player Name				
Age	Gender	Hair Color	Eye Color	Height	Weight	Build	Blood Type		
Occupation/MOS/Position			Rank		 L;	ast Year			
Handedness			Nationality		La	angauges			

SKILLS & ATTRIBUTES

SKILL NAME	RATING	LEARNING EXPERIENCE	LEVEL	AWARENESS AWA
				COORDINATION (CDN)
				FITNESS
				MUSCLE MUS
				COGNITION COG
				EDUCATION EDU
				PERSONALITY PER
				RESOLVE RESOLVE
				Improvement Points OODA
				SP
				SURVIVAL POINTS
				RADS RADS
				ST
				STARVATION THRESHOLD
	_			
				DEGREES
	_			

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.				

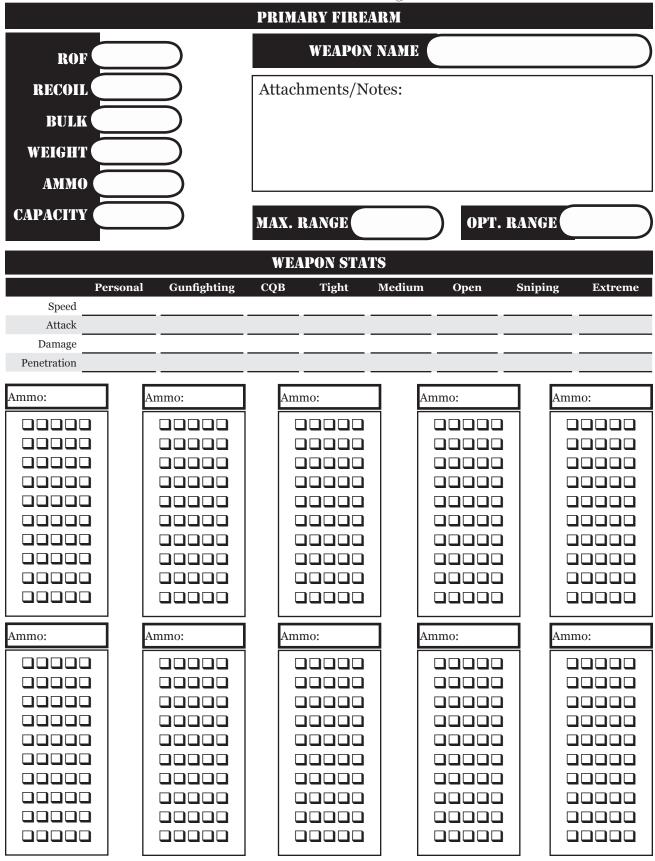
MOVEMENT RATES							
Sprint	Run	Jog	Walk	Stagger	Crawl	Travel	
			4	2	1		

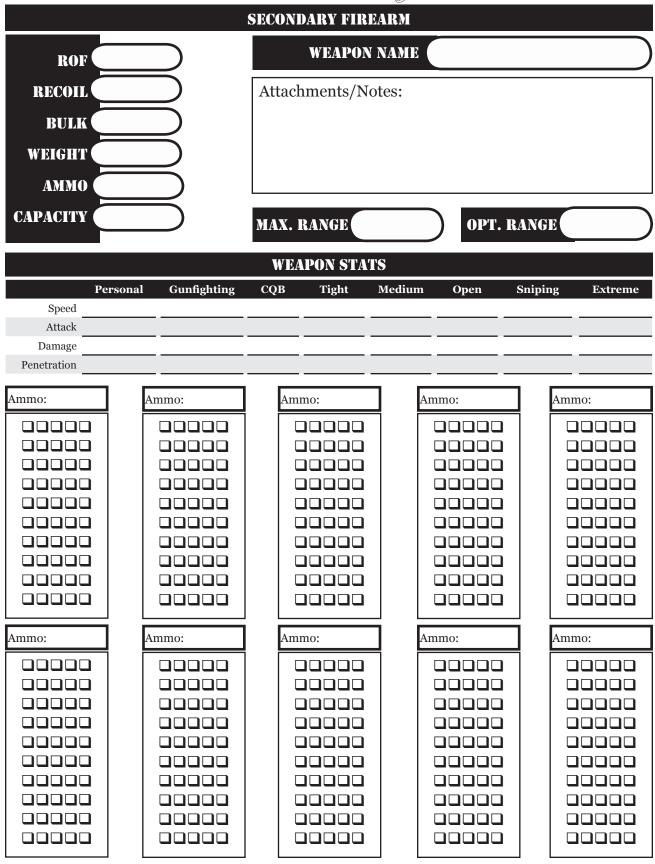
ADVANTAGES & DISADVANTAGES						
POINTS						

REPUTATION						
Trait	Value	Rating				
Renown						
Force						
Skill						
Integrity						
Service						
Luck						

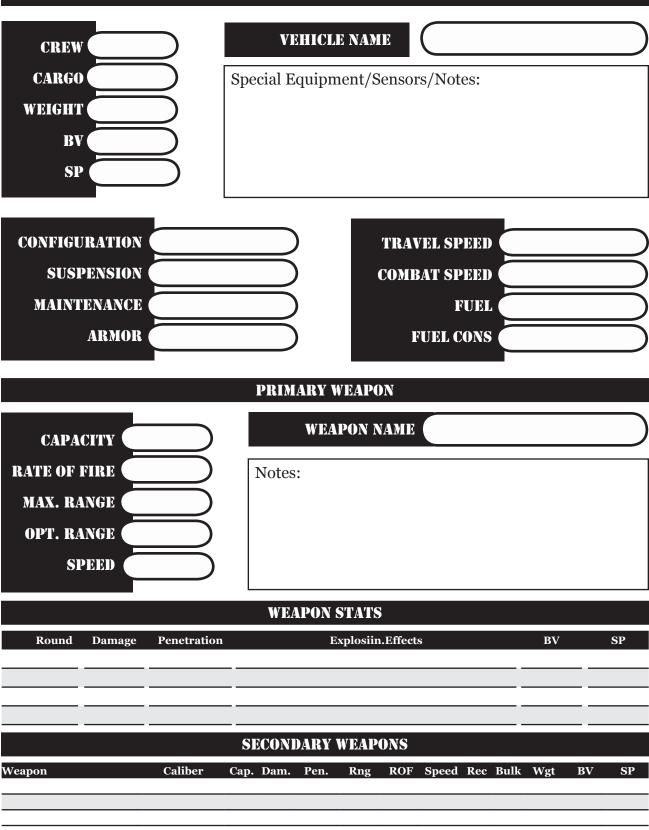
EQUIPMENT								
GEAR CARRIED	QTY	WEIGHT	GEAR STOWED	QTY	WEIGHT			
CURRENCY CARRIED	\$	WEIGHT	CURRENCY STOWED	\$	WEIGHT			
NON-MONETARY	\$	WEIGHT	NON-MONETARY	\$	WEIGHT			

NON-MONETARY	\$ WEIGHT	NON-MONETARY	\$ WEIGHT
GOLD		GOLD	
SILVER		SILVER	





VEHICLE



TEAM RECORD

Team Leader			TEAM INT	EGRATI	ON ON
TEAM MEM	IBERS		REACTION	DRILLS	
		TEAM EQ			
GEAR CARRIED	QTY _	WEIGHT	GEAR STOWED	QTY_	WEIGHT
	·				
				`	
CURRENCY CARRIED	\$	WEIGHT	CURRENCY STOWED	\$	WEIGHT
				· ·	
NON-MONETARY	\$	WEIGHT	NON-MONETARY	\$	WEIGHT

		W ELUIL I	NUN-MUNELARI	ø	W ELUIL L	
GOLD			GOLD			_
SILVER			SILVER			
						-

TWILIGHT:

CONTACTS

NPC Name		Qi	uality		Category		
Age	Gender	Hair Color	Eye Color	Height	Weight	Handedness	
Nationality		Occupation/MOS	S/Position	Rank		Langauges	
DESCRII	PTION/NOT	res					
NPC Name		Qi	uality		Category		
Age	Gender	Hair Color	Eye Color	Height	Weight	Handedness	
Nationality		Occupation/MOS	S/Position	Rank		Langauges	
DESCRII	PTION/NOT	TES					
NPC Name		Q	uality		Category		
Age	Gender	Hair Color	Eye Color	Height	Weight	Handedness	
Nationality	ationality Occupation/MOS/Position			Rank		Langauges	
DESCRII	PTION/NOT	TES					

CONTACTS

NPC Name		Ç	Quality		Catego	ry	
Age	Gender	Hair Color	Eye Color	Height	Weight	Handedness	
Nationality		Occupation/MC	OS/Position	Rank		Langauges	
DESCRI	PTION/NO	TES					
NPC Name			Quality		Categor	ry	
Age	Gender	Hair Color	Eye Color	Height	Weight	Handedness	
Nationality		Occupation/MC	S/Position	Rank		Langauges	
DESCRU	PTION/NO	TES					
NPC Name			Quality		Catego	rv	
			2		8	- ,	
Age	Gender	Hair Color	Eye Color	Height	Weight	Handedness	
Nationality		Occupation/MC	OS/Position	Rank		Langauges	
DESCRI	PTION/NO	TES					

CHARACTER WORKSHEETS

o. 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	4. Skills		
1st Term	Skill	Value Rating	
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	Degrees		
Length			
Benefits			
Special Rules	5. Advantages/I	Disadvantagas	
Hazardous Duty	5. Auvailtages/1	Jisauvantages	
Rank	Name	Value	
Last Year			—
Benefits			—
Special Rules			—
Hazardous Duty			—
Rank			—
Equipment Dice			_
Rads	At the end of every pha	se that grants Rank, you must dete	er-
	mine whether your charac an attribute check with a	ter earns a promotion. This require penalty equal to 2 plus your chara	res
	ter'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 Heig	ht (4d20 + 138	3)/100
Femal Hei	ght (4d20 + 120)/100
Weight	Height x He	ight 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 5-11 12-16 17-19 20	Green Regular Experienced Veteran 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.

TWILIGHT:

