

# INVILIGUE 2013



## Character Dossier



# CHARACTER DOSSIER

## CREDITS

### **G-1 (ADMINISTRATION)**

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

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### **G-2 (INTELLIGENCE)**

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**Art Director:** Keith Taylor

**Editrix:** Candy Hall Brunk

**Layout & Typesetting:** Keith Taylor



# CHARACTER DOSSIER

# TWILIGHT: 2013

Character Name

Player Name

Age

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## Gender

### Hair Color

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### Eye Color

Height

### Weight

Build

Blood Type

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**Occupation/MOS/Position**

### Rank

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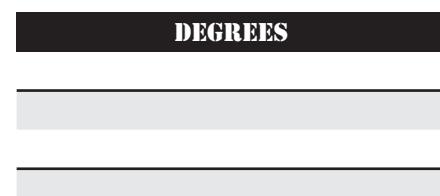
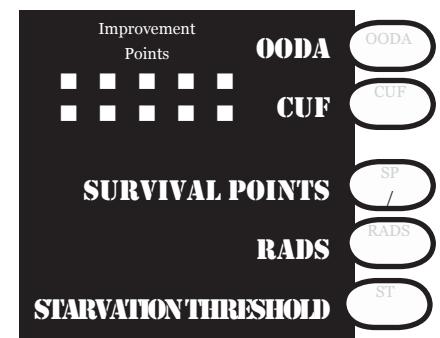
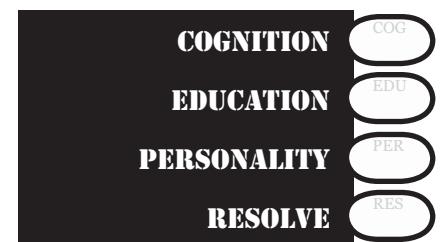
### Last Year

## Handedness

### Nationality

## Langauges

## SKILLS & ATTRIBUTES



# TWILIGHT

2013

## THRESHOLDS

| Location      | Slight                       | Moderate                   | Serious                    | Critical                   | Armor |
|---------------|------------------------------|----------------------------|----------------------------|----------------------------|-------|
| Head          | 1 / <input type="checkbox"/> | / <input type="checkbox"/> | / <input type="checkbox"/> | / <input type="checkbox"/> | /     |
| Torso         | 1 / <input type="checkbox"/> | / <input type="checkbox"/> | / <input type="checkbox"/> | / <input type="checkbox"/> | /     |
| Right Arm     | 1 / <input type="checkbox"/> | / <input type="checkbox"/> | / <input type="checkbox"/> | / <input type="checkbox"/> | /     |
| Left Arm      | 1 / <input type="checkbox"/> | / <input type="checkbox"/> | / <input type="checkbox"/> | / <input type="checkbox"/> | /     |
| Right Leg     | 1 / <input type="checkbox"/> | / <input type="checkbox"/> | / <input type="checkbox"/> | / <input type="checkbox"/> | /     |
| Left Leg      | 1 / <input type="checkbox"/> | / <input type="checkbox"/> | / <input type="checkbox"/> | / <input type="checkbox"/> | /     |
| Fatigue       | / <input type="checkbox"/>   | / <input type="checkbox"/> | / <input type="checkbox"/> | / <input type="checkbox"/> | 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      |       |        |

# **TWILIGHT:**

*2013*

## **BACKGROUND**

**CHARACTER SKETCH**

# TWILIGHT: 2013

## EQUIPMENT

# TWILIGHT: 2043

## 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

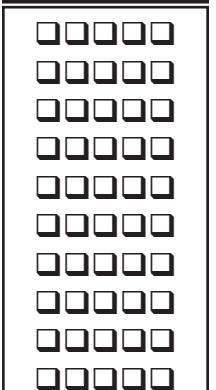
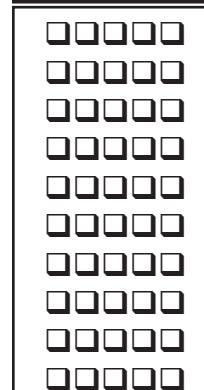
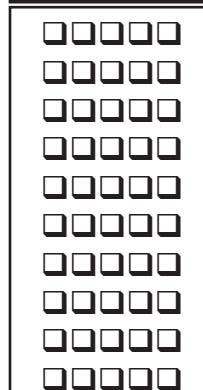
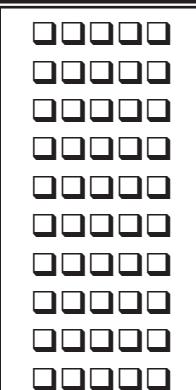
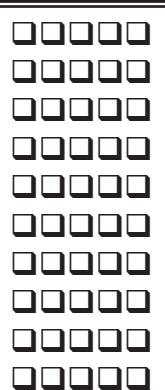
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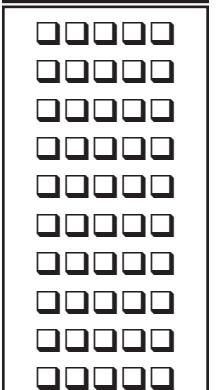
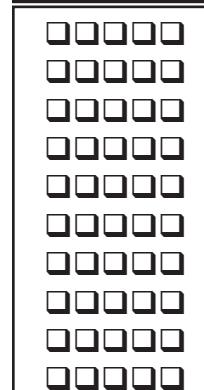
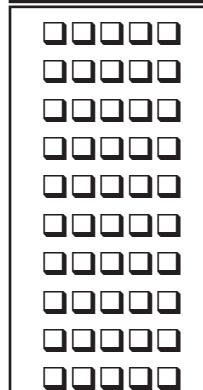
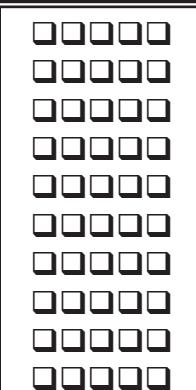
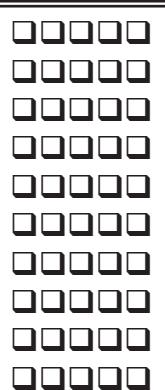
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# TWILIGHT: 2013

## 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

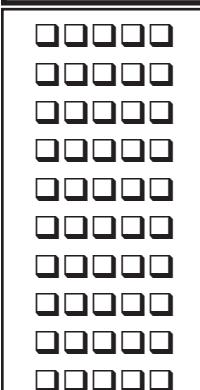
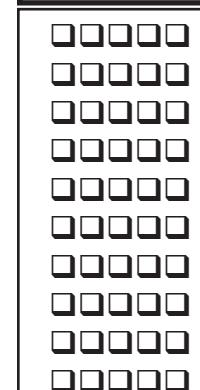
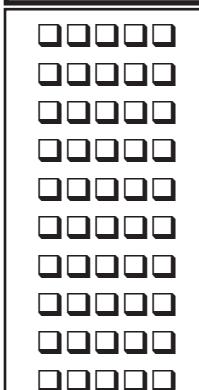
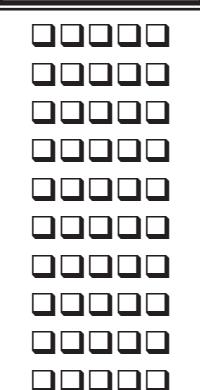
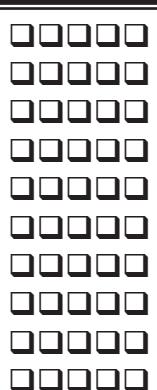
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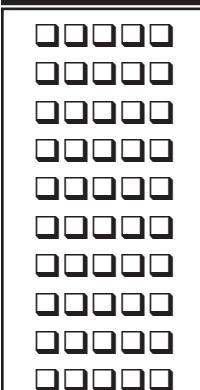
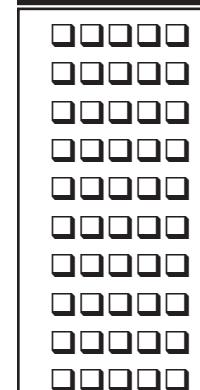
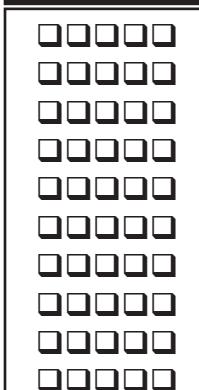
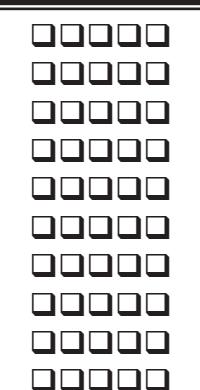
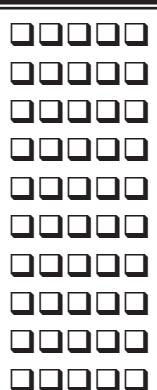
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# TWILIGHT<sup>2013</sup>

## TEAM RECORD

## Team Leader

## TEAM INTEGRATION

## TEAM MEMBERS

## REACTION DRILLS

## TEAM EQUIPMENT

## GEAR CARRIED

OTW

## WEIGHT

## GEAR STOWED

OTY

## WEIGHT

## **CURRENCY CARRIED**

8

## WEIGHT

## CURRENCY STOWED

8

## WEIGHT

## NON-MONETARY

8

## WEIGHT

## NON-MONETARY

8

## WEIGHT

**GOLD**

**GOLD**

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## 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**

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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**

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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**

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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      | Languages |        |            |

## **DESCRIPTION/NOTES**

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|             |                         |            |           |           |        |            |
|-------------|-------------------------|------------|-----------|-----------|--------|------------|
| NPC Name    | Quality                 | Category   |           |           |        |            |
| Age         | Gender                  | Hair Color | Eye Color | Height    | Weight | Handedness |
| Nationality | Occupation/MOS/Position |            | Rank      | Languages |        |            |

## **DESCRIPTION/NOTES**

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|             |                         |            |           |           |        |            |
|-------------|-------------------------|------------|-----------|-----------|--------|------------|
| NPC Name    | Quality                 | Category   |           |           |        |            |
| Age         | Gender                  | Hair Color | Eye Color | Height    | Weight | Handedness |
| Nationality | Occupation/MOS/Position |            | Rank      | Languages |        |            |

## **DESCRIPTION/NOTES**

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# **‘TWILIGHT’ 2013**

## NOTES

# **TWILIGHT** *2013*

## NOTES

# TWILIGHT<sup>2013</sup>

## NOTES

# CHARACTER WORKSHEETS

# TWILIGHT:

## 0. General Information

**Name** \_\_\_\_\_  
**Quality** \_\_\_\_\_  
**Nationality** \_\_\_\_\_  
**MOS/Position** \_\_\_\_\_  
**Rank** \_\_\_\_\_  
**Handedness** \_\_\_\_\_  
**Languages** \_\_\_\_\_

## 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.

# TWILIGHT

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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 |
|-------|-------|--------|
|-------|-------|--------|

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

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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.

# TWILIGHT

2013

## 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   |
| Average      | Normal  |
| Large        | FIT <= 12   |
| Athletic     | FIT + MUS => 16 or higher,<br>neither attribute below 5 |
| 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.

# TWILIGHT:

## 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.

# **TWILIGHT** 2013

## NOTES

# CHARACTER DOSSIER

# **TWILIGHT** *2013*

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Character Name

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Player Name

Age

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## Gender

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### Hair Color

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### Eye Color

### Height

### Weight

Build

Blood Type

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**Occupation/MOS/Position**

### Rank

— Last Year

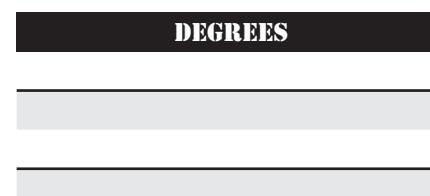
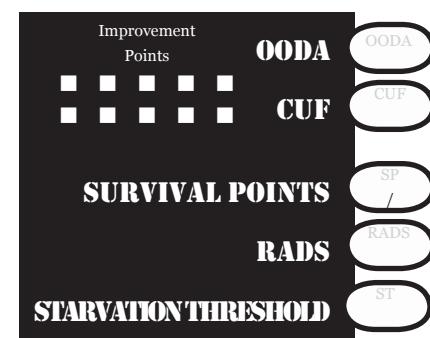
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## Handedness

Nationality

## Langauges

## SKILLS & ATTRIBUTES



# TWILIGHT

2013

## THRESHOLDS

| Location      | Slight                       | Moderate                   | Serious                    | Critical                   | Armor |
|---------------|------------------------------|----------------------------|----------------------------|----------------------------|-------|
| Head          | 1 / <input type="checkbox"/> | / <input type="checkbox"/> | / <input type="checkbox"/> | / <input type="checkbox"/> | /     |
| Torso         | 1 / <input type="checkbox"/> | / <input type="checkbox"/> | / <input type="checkbox"/> | / <input type="checkbox"/> | /     |
| Right Arm     | 1 / <input type="checkbox"/> | / <input type="checkbox"/> | / <input type="checkbox"/> | / <input type="checkbox"/> | /     |
| Left Arm      | 1 / <input type="checkbox"/> | / <input type="checkbox"/> | / <input type="checkbox"/> | / <input type="checkbox"/> | /     |
| Right Leg     | 1 / <input type="checkbox"/> | / <input type="checkbox"/> | / <input type="checkbox"/> | / <input type="checkbox"/> | /     |
| Left Leg      | 1 / <input type="checkbox"/> | / <input type="checkbox"/> | / <input type="checkbox"/> | / <input type="checkbox"/> | /     |
| Fatigue       | / <input type="checkbox"/>   | / <input type="checkbox"/> | / <input type="checkbox"/> | / <input type="checkbox"/> | 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      |       |        |

# **TWILIGHT:**

*2013*

## **BACKGROUND**

**CHARACTER SKETCH**

# **TWILIGHT** *2013*

## EQUIPMENT

# TWILIGHT: 2043

## 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

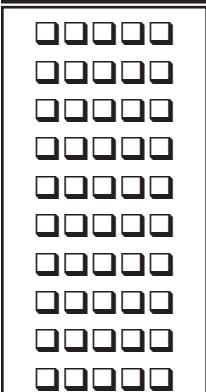
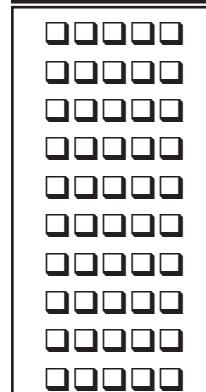
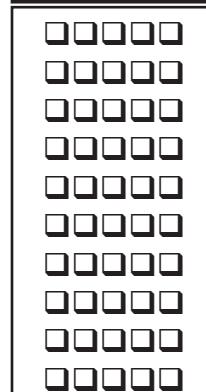
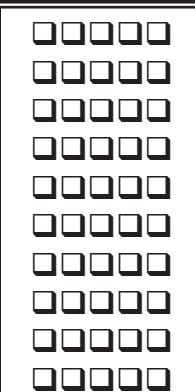
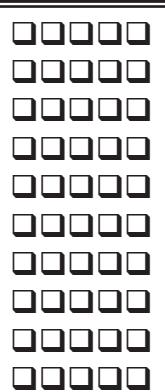
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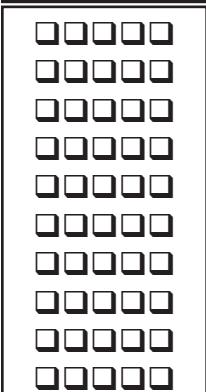
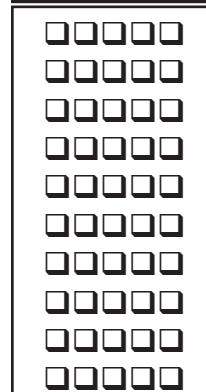
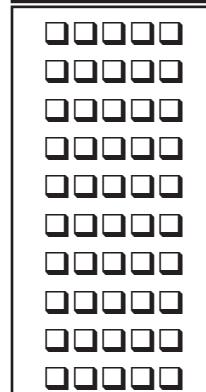
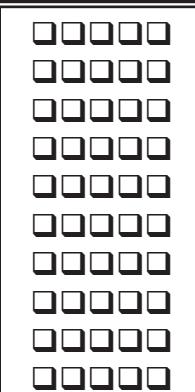
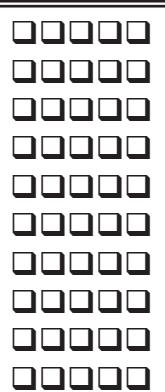
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# TWILIGHT:

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

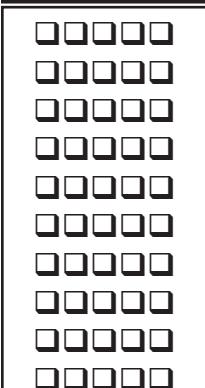
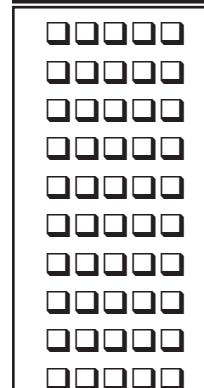
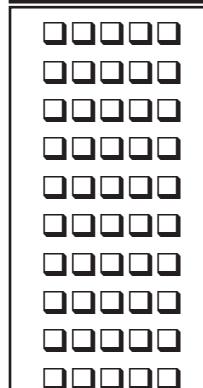
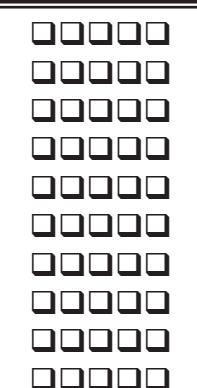
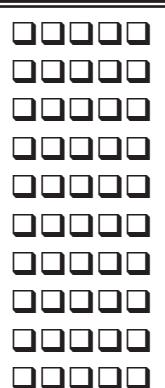
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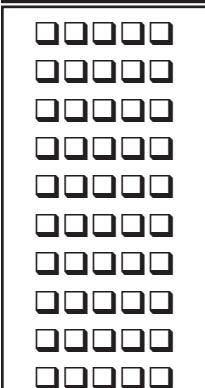
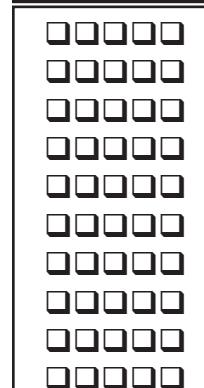
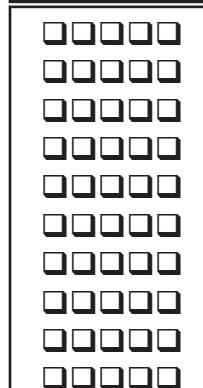
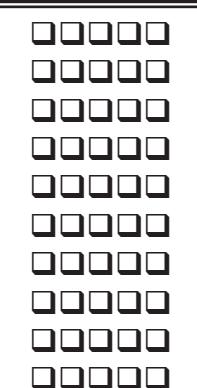
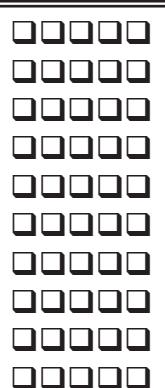
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# **TWILIGHT** *2013*

## TEAM RECORD

## Team Leader

## TEAM INTEGRATION

## TEAM MEMBERS

## REACTION DRILLS

## TEAM EQUIPMENT

## GEAR CARRIED

OTW

## WEIGHT

## GEAR STOWED

OTX

## WEIGHT

## **CURRENCY CARRIED**

8

## WEIGHT

## CURRENCY STOWED

8

## WEIGHT

## NON-MONETARY

8

## WEIGHT

## NON-MONETARY

8

## WEIGHT

**GOLD**

**GOLD**

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## 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**

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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**

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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**

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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      | Languages |        |            |

## **DESCRIPTION/NOTES**

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|             |                         |            |           |           |        |            |
|-------------|-------------------------|------------|-----------|-----------|--------|------------|
| NPC Name    | Quality                 | Category   |           |           |        |            |
| Age         | Gender                  | Hair Color | Eye Color | Height    | Weight | Handedness |
| Nationality | Occupation/MOS/Position |            | Rank      | Languages |        |            |

## **DESCRIPTION/NOTES**

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|             |                         |            |           |           |        |            |
|-------------|-------------------------|------------|-----------|-----------|--------|------------|
| NPC Name    | Quality                 | Category   |           |           |        |            |
| Age         | Gender                  | Hair Color | Eye Color | Height    | Weight | Handedness |
| Nationality | Occupation/MOS/Position |            | Rank      | Languages |        |            |

## **DESCRIPTION/NOTES**

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# TWILIGHT<sup>2013</sup>

## NOTES

# TWILIGHT

## NOTES

# TWILIGHT<sup>2013</sup>

## NOTES

# CHARACTER WORKSHEETS

# TWILIGHT:

## 0. General Information

**Name** \_\_\_\_\_  
**Quality** \_\_\_\_\_  
**Nationality** \_\_\_\_\_  
**MOS/Position** \_\_\_\_\_  
**Rank** \_\_\_\_\_  
**Handedness** \_\_\_\_\_  
**Languages** \_\_\_\_\_

## 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.

# TWILIGHT

2013

## 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 |
|-------|-------|--------|
|-------|-------|--------|

\_\_\_\_\_

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## 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.

# TWILIGHT

2013

## 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   |
| Average      | Normal  |
| Large        | FIT <= 12   |
| Athletic     | FIT + MUS => 16 or higher,<br>neither attribute below 5 |
| 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.

# TWILIGHT:

## 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.

# **TWILIGHT** *2013*

## NOTES

# CHARACTER DOSSIER

# **TWILIGHT** 2013

Character Name

Player Name

Age

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## Gender

### Hair Color

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### Eye Color

— Height

### Weight

Build

Blood Type

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**Occupation/MOS/Position**

### Rank

Last Year

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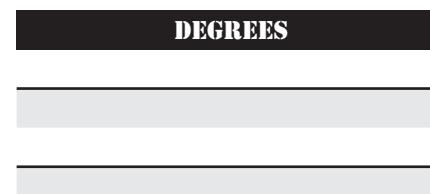
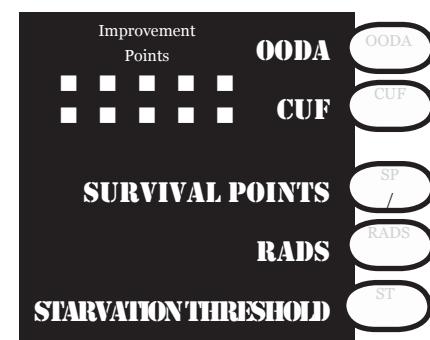
## Handedness

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**Nationality**

## Langauges

## SKILLS & ATTRIBUTES



# TWILIGHT

2013

## THRESHOLDS

| Location      | Slight                       | Moderate                   | Serious                    | Critical                   | Armor |
|---------------|------------------------------|----------------------------|----------------------------|----------------------------|-------|
| Head          | 1 / <input type="checkbox"/> | / <input type="checkbox"/> | / <input type="checkbox"/> | / <input type="checkbox"/> | /     |
| Torso         | 1 / <input type="checkbox"/> | / <input type="checkbox"/> | / <input type="checkbox"/> | / <input type="checkbox"/> | /     |
| Right Arm     | 1 / <input type="checkbox"/> | / <input type="checkbox"/> | / <input type="checkbox"/> | / <input type="checkbox"/> | /     |
| Left Arm      | 1 / <input type="checkbox"/> | / <input type="checkbox"/> | / <input type="checkbox"/> | / <input type="checkbox"/> | /     |
| Right Leg     | 1 / <input type="checkbox"/> | / <input type="checkbox"/> | / <input type="checkbox"/> | / <input type="checkbox"/> | /     |
| Left Leg      | 1 / <input type="checkbox"/> | / <input type="checkbox"/> | / <input type="checkbox"/> | / <input type="checkbox"/> | /     |
| Fatigue       | / <input type="checkbox"/>   | / <input type="checkbox"/> | / <input type="checkbox"/> | / <input type="checkbox"/> | 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      |       |        |

# **TWILIGHT:**

*2013*

## **BACKGROUND**

**CHARACTER SKETCH**

# TWILIGHT: 2013

## EQUIPMENT

# TWILIGHT: 2043

## 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

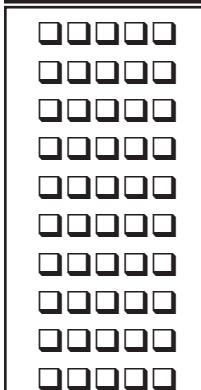
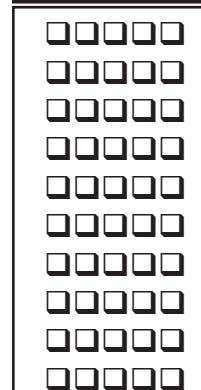
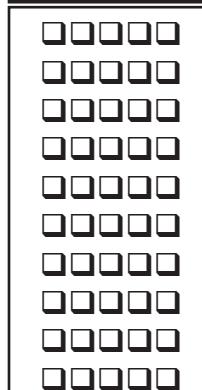
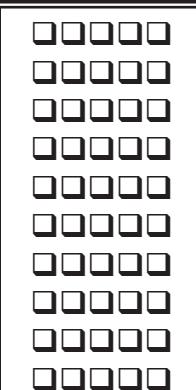
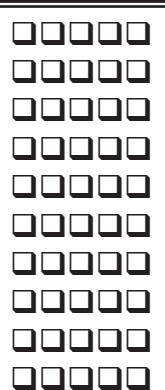
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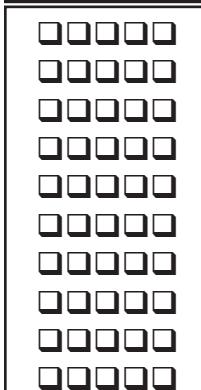
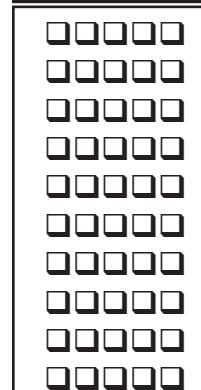
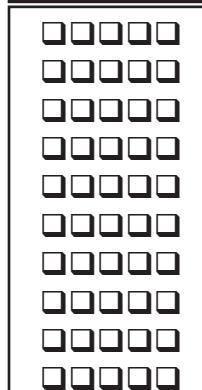
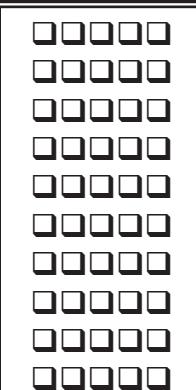
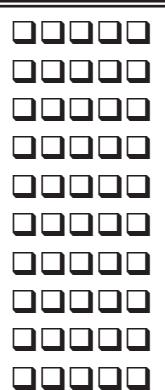
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# TWILIGHT:

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

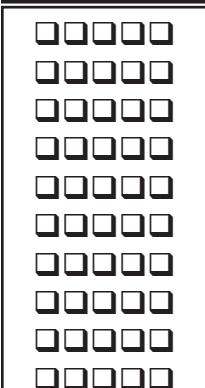
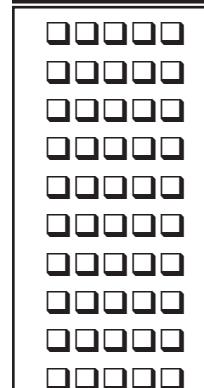
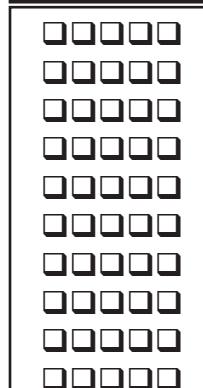
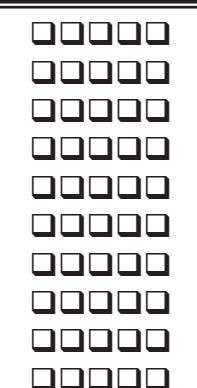
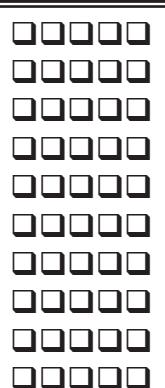
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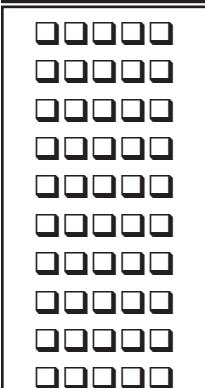
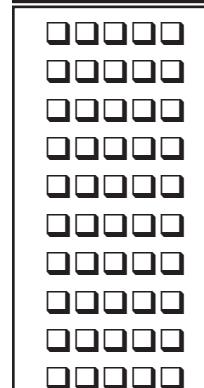
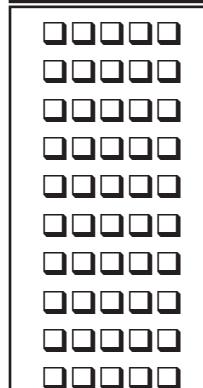
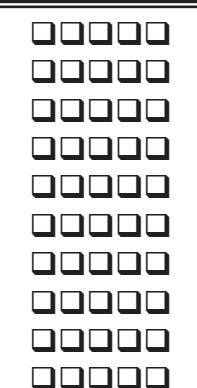
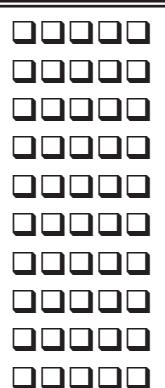
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# TWILIGHT<sup>2013</sup>

## TEAM RECORD

## Team Leader

## TEAM INTEGRATION

## TEAM MEMBERS

## REACTION DRILLS

## TEAM EQUIPMENT

## GEAR CARRIED

OTW

## WEIGHT

## GEAR STOWED

OTX

## WEIGHT

## **CURRENCY CARRIED**

8

## WEIGHT

## CURRENCY STOWED

8

## WEIGHT

## NON-MONETARY

8

## WEIGHT

## NON-MONETARY

8

## WEIGHT

**GOLD**

**GOLD**

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## 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**

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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**

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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**

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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      | Languages |        |            |

## **DESCRIPTION/NOTES**

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|             |                         |            |           |           |        |            |
|-------------|-------------------------|------------|-----------|-----------|--------|------------|
| NPC Name    | Quality                 | Category   |           |           |        |            |
| Age         | Gender                  | Hair Color | Eye Color | Height    | Weight | Handedness |
| Nationality | Occupation/MOS/Position |            | Rank      | Languages |        |            |

## **DESCRIPTION/NOTES**

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|             |                         |            |           |           |        |            |
|-------------|-------------------------|------------|-----------|-----------|--------|------------|
| NPC Name    | Quality                 | Category   |           |           |        |            |
| Age         | Gender                  | Hair Color | Eye Color | Height    | Weight | Handedness |
| Nationality | Occupation/MOS/Position |            | Rank      | Languages |        |            |

## **DESCRIPTION/NOTES**

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# TWILIGHT<sup>2013</sup>

## NOTES

# TWILIGHT

## NOTES

# **‘TWILIGHT’ 2013**

## NOTES

# CHARACTER WORKSHEETS

# TWILIGHT:

## 0. General Information

**Name** \_\_\_\_\_  
**Quality** \_\_\_\_\_  
**Nationality** \_\_\_\_\_  
**MOS/Position** \_\_\_\_\_  
**Rank** \_\_\_\_\_  
**Handedness** \_\_\_\_\_  
**Languages** \_\_\_\_\_

## 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.

# TWILIGHT

2013

## 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 |
|-------|-------|--------|
|-------|-------|--------|

\_\_\_\_\_

\_\_\_\_\_

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## 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.

# TWILIGHT

2013

## 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   |
| Average      | Normal  |
| Large        | FIT <= 12   |
| Athletic     | FIT + MUS => 16 or higher,<br>neither attribute below 5 |
| 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.

# TWILIGHT:

## 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.

# **TWILIGHT** 2013

## NOTES