

# TWILIGHT

## 2013



## *Character Dossier*





# CHARACTER DOSSIER

## CREDITS

### G-1 (ADMINISTRATION)

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

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

### G-2 (INTELLIGENCE)

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### G-3 (OPERATIONS)

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

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### G-4 (LOGISTICS)

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**Art Director:** Keith Taylor

**Editrix:** Candy Hall Brunk

**Layout & Typesetting:** Keith Taylor



# CHARACTER DOSSIER

Character Name				Player Name			
Age	Gender	Hair Color	Eye Color	Height	Weight	Build	Blood Type
Occupation/MOS/Position			Rank		Last Year		
Handedness		Nationality			Languages		

[illegible]

AWA

CDN



MUS

COG



PER

RES

OODA

CUF



RADS

ST

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# 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

[illegible][illegible]

# 'TWILIGHT': 2013

## EQUIPMENT

[illegible]



# TWILIGHT: 2013

## PRIMARY FIREARM

ROF

RECOIL

BULK

WEIGHT

AMMO

CAPACITY

WEAPON NAME

Attachments/Notes:

MAX. RANGE

OPT. RANGE

## WEAPON STATS

Personal

Gunfighting

CQB

Tight

Medium

Open

Sniping

Extreme

Speed

Attack

Damage

Penetration

Ammo:



Ammo:



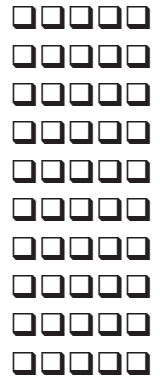
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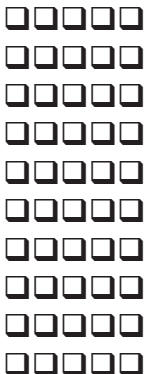
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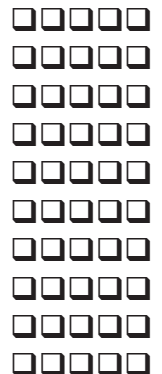
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Ammo:



Ammo:



# TWILIGHT: 2013

## SECONDARY FIREARM

ROF

RECOIL

BULK

WEIGHT

AMMO

CAPACITY

WEAPON NAME

Attachments/Notes:

MAX. RANGE

OPT. RANGE

## WEAPON STATS

Personal

Gunfighting

CQB

Tight

Medium

Open

Sniping

Extreme

Speed

Attack

Damage

Penetration

Ammo:



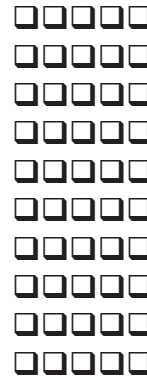
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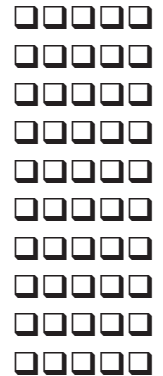
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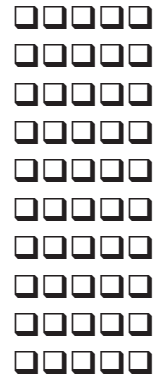
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Ammo:



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# TWILIGHT: 2013

## VEHICLE

CREW

CARGO

WEIGHT

BV

SP

VEHICLE NAME

Special Equipment/Sensors/Notes:

CONFIGURATION

SUSPENSION

MAINTENANCE

ARMOR

TRAVEL SPEED

COMBAT SPEED

FUEL

FUEL CONS

## PRIMARY WEAPON

CAPACITY

RATE OF FIRE

MAX. RANGE

OPT. RANGE

SPEED

WEAPON NAME

Notes:

## WEAPON STATS

Round

Damage

Penetration

Explosiion.Effects

BV

SP

## SECONDARY WEAPONS

Weapon

Caliber

Cap. Dam.

Pen.

Rng

ROF

Speed

Rec

Bulk

Wgt

BV

SP

# TWILIGHT: 2013

## TEAM RECORD

Team Leader \_\_\_\_\_

TEAM INTEGRATION

### TEAM MEMBERS


### REACTION DRILLS


## TEAM EQUIPMENT

GEAR CARRIED

QTY

WEIGHT


CURRENCY CARRIED

\$

WEIGHT


NON-MONETARY

\$

WEIGHT

GOLD

SILVER

--	--	--

GEAR STOWED

QTY

WEIGHT


CURRENCY STOWED

\$

WEIGHT


NON-MONETARY

\$

WEIGHT

GOLD

SILVER

--	--	--

# TWILIGHT: 2013

## CONTACTS

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

## DESCRIPTION/NOTES


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## DESCRIPTION/NOTES




[illegible]

This image shows a full-page view of a notebook or worksheet. At the top, there is a solid black horizontal bar. Centered within this bar is the word "NOTES" in a white, bold, sans-serif font. Below the black bar, the page is filled with horizontal ruling lines. These lines are evenly spaced and extend across the entire width of the page. The lines alternate between a light gray color and a slightly darker gray color, creating a striped effect. There are approximately 20 such alternating rows visible below the header.

This image shows a full-page view of a notebook or worksheet template. At the top, there is a solid dark blue horizontal band. Centered within this band is the word "NOTES" in a white, bold, sans-serif font. Below the header, the page is filled with horizontal ruling lines. These lines are light gray and spaced evenly apart, providing a guide for writing. The overall design is clean and minimalist.

# CHARACTER WORKSHEETS

# TWILIGHT: 2013

## 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

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.



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## 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 =  $[10 + \text{MUS} + (\text{FIT} \times 2)] / 4$

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

## 9. Physique \*

BUILDS	Modifier
Slight	MUS or FIT < 10 14
Average	Normal 19
Large	FIT <= 12 27
Athletic	FIT + MUS => 16 or higher, neither attribute below 5 21
Male Height	_____ (4d20 + 138)/100
Femal Height	_____ (4d20 + 120) /100
Weight	_____ Height x Height x Build)

## 10. Carrying Capacity

### Combat Load

\_\_\_\_\_

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

### March Load

\_\_\_\_\_

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

### Emergency Load

\_\_\_\_\_

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

### Damaging Load

\_\_\_\_\_

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

## 11. Nutritional Requirements

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

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

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

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

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

# TWILIGHT: 2013

## 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

Character Name				Player Name			
Age	Gender	Hair Color	Eye Color	Height	Weight	Build	Blood Type
Occupation/MOS/Position			Rank		Last Year		
Handedness			Nationality		Langauges		

[illegible]

AWA

CDN



MUS

COG

EDU

PER

RES

OODA

CUF



RADS

ST

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# 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

[illegible]This image shows a single sheet of white paper with horizontal blue ruling lines. The lines are evenly spaced and run across the width of the page. There are no margins, text, or other markings on the paper.

## 2013

## EQUIPMENT

# 'TWILIGHT': 2013

### PRIMARY FIREARM

ROF

## RECOIL

## BULK

## WEIGHT

# AMMO

## CAPACITY

**WEAPON NAME**

Attachments/Notes:

## MAX. RANGE

## OPT. RANGE

## WEAPON STATS

## Personal

## Gunfighting

CQB

## Tight

## Medium

Open

## Sniping

## Extreme

Speed

## Attack

Damage

## Penetration

**Ammo:**

**Ammo:**

**Ammo:**

**Ammo:**

**Ammo:**

Ammo:

Ammo:

Ammo:

Ammo:

Ammo:

# TWILIGHT: 2013

## SECONDARY FIREARM

ROF

RECOIL

BULK

WEIGHT

AMMO

CAPACITY

WEAPON NAME

Attachments/Notes:

MAX. RANGE

OPT. RANGE

## WEAPON STATS

Personal

Gunfighting

CQB

Tight

Medium

Open

Sniping

Extreme

Speed

Attack

Damage

Penetration

Ammo:



Ammo:



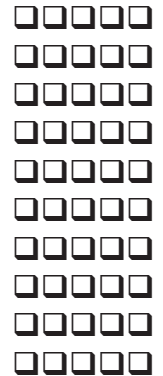
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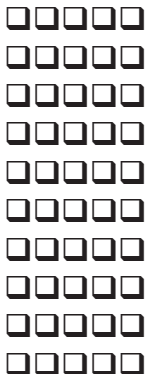
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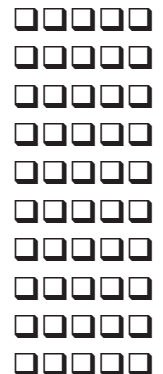
Ammo:



Ammo:



Ammo:



# TWILIGHT: 2013

## VEHICLE

CREW

CARGO

WEIGHT

BV

SP

VEHICLE NAME

Special Equipment/Sensors/Notes:

CONFIGURATION

SUSPENSION

MAINTENANCE

ARMOR

TRAVEL SPEED

COMBAT SPEED

FUEL

FUEL CONS

## PRIMARY WEAPON

CAPACITY

RATE OF FIRE

MAX. RANGE

OPT. RANGE

SPEED

WEAPON NAME

Notes:

## WEAPON STATS

Round

Damage

Penetration

Explosi in.Effects

BV

SP

## SECONDARY WEAPONS

Weapon

Caliber

Cap. Dam.

Pen.

Rng

ROF

Speed

Rec

Bulk

Wgt

BV

SP

# TWILIGHT: 2013

## TEAM RECORD

Team Leader \_\_\_\_\_

TEAM INTEGRATION ☐

### TEAM MEMBERS


### REACTION DRILLS


### TEAM EQUIPMENT

GEAR CARRIED

QTY

WEIGHT


CURRENCY CARRIED

\$

WEIGHT


NON-MONETARY

\$

WEIGHT

GOLD

SILVER

--	--	--

GEAR STOWED

QTY

WEIGHT


CURRENCY STOWED

\$

WEIGHT


NON-MONETARY

\$

WEIGHT

GOLD

SILVER

--	--	--



# TWILIGHT: 2013

## CONTACTS

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

## DESCRIPTION/NOTES


NPC Name			Quality			Category	
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## DESCRIPTION/NOTES


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# TWILIGHT: 2013

## NOTES

# TWILIGHT: 2013

## NOTES

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# **CHARACTER WORKSHEETS**

# TWILIGHT: 2013

## 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

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 =  $[10 + \text{MUS} + (\text{FIT} \times 2)] / 4$

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

## 9. Physique \*

BUILDS	Modifier
Slight	MUS or FIT < 10 14
Average	Normal 19
Large	FIT <= 12 27
Athletic	FIT + MUS => 16 or higher, neither attribute below 5 21
Male Height	_____ (4d20 + 138)/100
Femal Height	_____ (4d20 + 120) /100
Weight	_____ Height x Height x Build)

## 10. Carrying Capacity

### Combat Load

\_\_\_\_\_

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

### March Load

\_\_\_\_\_

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

### Emergency Load

\_\_\_\_\_

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

### Damaging Load

\_\_\_\_\_

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

## 11. Nutritional Requirements

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

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

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

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

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

# TWILIGHT: 2013

## 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

Character Name				Player Name			
Age	Gender	Hair Color	Eye Color	Height	Weight	Build	Blood Type
Occupation/MOS/Position			Rank		Last Year		
Handedness		Nationality			Languages		

[illegible]

AWA

CDN

FIT

MUS



EDU

PER

RES

OODA

CUF

SP

RADS

ST

---

---

# 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

[illegible]This image shows a single sheet of white paper with horizontal blue ruling lines. The lines are evenly spaced and run across the width of the page. There are no margins, text, or other markings on the paper.

## 2013

## EQUIPMENT



# TWILIGHT: 2013

## PRIMARY FIREARM

ROF

RECOIL

BULK

WEIGHT

AMMO

CAPACITY

WEAPON NAME

Attachments/Notes:

MAX. RANGE

OPT. RANGE

## WEAPON STATS

Personal

Gunfighting

CQB

Tight

Medium

Open

Sniping

Extreme

Speed

Attack

Damage

Penetration

Ammo:



Ammo:



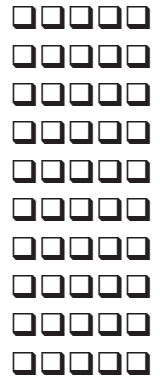
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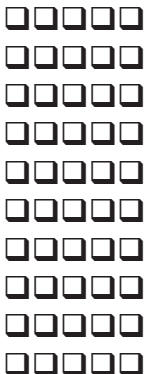
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Ammo:



Ammo:



Ammo:



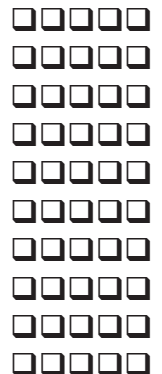
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Ammo:



Ammo:



# TWILIGHT: 2013

## SECONDARY FIREARM

ROF

RECOIL

BULK

WEIGHT

AMMO

CAPACITY

WEAPON NAME

Attachments/Notes:

MAX. RANGE

OPT. RANGE

## WEAPON STATS

Personal

Gunfighting

CQB

Tight

Medium

Open

Sniping

Extreme

Speed

Attack

Damage

Penetration

Ammo:



Ammo:



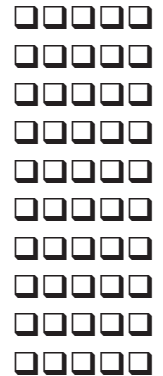
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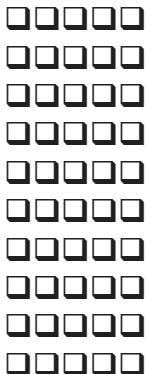
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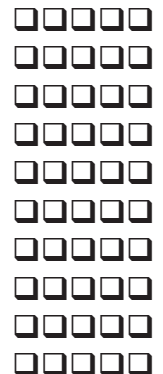
Ammo:



Ammo:



Ammo:



# TWILIGHT: 2013

## VEHICLE

CREW

CARGO

WEIGHT

BV

SP

VEHICLE NAME

Special Equipment/Sensors/Notes:

CONFIGURATION

SUSPENSION

MAINTENANCE

ARMOR

TRAVEL SPEED

COMBAT SPEED

FUEL

FUEL CONS

## PRIMARY WEAPON

CAPACITY

RATE OF FIRE

MAX. RANGE

OPT. RANGE

SPEED

WEAPON NAME

Notes:

## WEAPON STATS

Round

Damage

Penetration

Explosiion.Effects

BV

SP

## SECONDARY WEAPONS

Weapon

Caliber

Cap. Dam.

Pen.

Rng

ROF

Speed

Rec

Bulk

Wgt

BV

SP

# TWILIGHT: 2013

## TEAM RECORD

Team Leader \_\_\_\_\_

TEAM INTEGRATION

### TEAM MEMBERS


### REACTION DRILLS


## TEAM EQUIPMENT

### GEAR CARRIED

### QTY

### WEIGHT


### CURRENCY CARRIED

### \$

### WEIGHT


### NON-MONETARY

### \$

### WEIGHT

GOLD

SILVER

### GEAR STOWED

### QTY

### WEIGHT


### CURRENCY STOWED

### \$

### WEIGHT


### NON-MONETARY

### \$

### WEIGHT

GOLD

SILVER

# TWILIGHT: 2013

## CONTACTS

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

## DESCRIPTION/NOTES


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

## DESCRIPTION/NOTES


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

## DESCRIPTION/NOTES


# TWILIGHT: 2013

## CONTACTS

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

## DESCRIPTION/NOTES


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

## DESCRIPTION/NOTES


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

## DESCRIPTION/NOTES


# TWILIGHT: 2013

## NOTES

This image shows a full page of white paper with horizontal blue ruling lines. The lines are evenly spaced and run across the width of the page. There are no margins, text, or other markings on the paper.

This image shows a full-page view of a notebook or worksheet. At the top, there is a solid black horizontal bar. Centered within this bar is the word "NOTES" in a white, bold, sans-serif font. Below the black bar, the page is filled with horizontal ruling lines. These lines are evenly spaced and extend across the entire width of the page. The lines alternate between a light gray color and a slightly darker gray color, creating a striped effect. There are approximately 20 such alternating rows visible on the page.



# TWILIGHT: 2013

## NOTES

This image shows a full page of white paper with horizontal blue ruling lines. The lines are evenly spaced and run across the width of the page, providing a template for writing or drawing. There are no margins, text, or other markings on the page.

# **CHARACTER WORKSHEETS**

# TWILIGHT: 2013

## 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

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 =  $[10 + \text{MUS} + (\text{FIT} \times 2)] / 4$

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 \*

Buils	Modifier
Slight	MUS or FIT < 10 14
Average	Normal 19
Large	FIT <= 12 27
Athletic	FIT + MUS => 16 or higher, neither attribute below 5 21
Male Height	_____ (4d20 + 138)/100
Femal Height	_____ (4d20 + 120) /100
Weight	_____ Height x Height x Build)

## 10. Carrying Capacity

### Combat Load

\_\_\_\_\_

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

### March Load

\_\_\_\_\_

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

### Emergency Load

\_\_\_\_\_

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

### Damaging Load

\_\_\_\_\_

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

## 11. Nutritional Requirements

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

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

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

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

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

# TWILIGHT: 2013

## 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