

TWILIGHT

2013

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Web Supplement

NPCs 2



CREDITS

G-1 (ADMINISTRATION)

Design: Keith Taylor

G-2 (INTELLIGENCE)

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G-3 (OPERATIONS)

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G-4 (LOGISTICS)

Production Director: Keith Taylor

Editing: Keith Taylor

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G-6 (COMMUNICATION)

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NPCs - are character backgrounds which can serve as the basis for NPCs or Player Characters.

ABRAM HOFFMAN, IDF

Abram's family moved from New York to Tel Aviv when he was three so that he could grow up in a Jewish environment. He attended Kibbutz and served his term in the IDF before transferring to the Border Guard, or Magav. Most of his time was spent in Gaza, patrolling and taking part in the frequent pushes against Hamas and other militant groups.

When Syria invaded Israel via Lebanon, he was shifted north, and took part in heavy battles. On several occasions, he witnessed atrocities committed by both sides, and even participated in one. While he was in Lebanon, he received news that his entire family was killed during the SCUD attack on Tel Aviv. He has spent the last year, fighting a slow withdrawal from Israel to Egypt.

Quality: Regular

Attributes: Awareness 7, Cognition 7, Coordination 6, Education 7, Fitness 8, Muscle 7, Personality 7, Resolve 8; CUF 6, OODA 7.

Skills: Driving Competent, Hand-to-Hand Expert, Long Arm Expert, Sidearm Professional

Wound Thresholds: Slight 1, Moderate 8, Serious 16, Critical 24.

Movement: Sprint 13m, Run 10m, Trot 8m, Walk 4m, Stagger 2m, Crawl 1m.

MICKEY PATTERSON, SURVIVOR

Born and raised in Portland, Oregon, Mickey never had to worry about a thing until the war started. Prior to the Twilight War, he spent most of his time working in an advertising firm and playing MMORPGs. The nightly news was something he might read online once or twice a month. Soon, however, the news came to him. The National Guard was fighting Chinese invaders within blocks of his home and a stray artillery round came within a few hundred feet of his house.

Now, he's a survivor, desperately trying to make his way overland to his brother's home. He's fallen in with a National Guard convoy and picked up a few skills, but still wishes everything would just go back to normal.

Quality: Green

Attributes: Awareness 5, Cognition 10, Coordination 8, Education 8 (Business Administration, Sociology), Fitness 5, Muscle 5, Personality 9, Resolve 5; CUF 2, OODA 2.

Skills: Archery Professional, Command Professional, Computing Professional, Forensics Professional, Persuasion Professional

Wound Thresholds: Slight 1, Moderate 6, Serious 12, Critical 18.

Movement: Sprint 12m, Run 9m, Trot 7m, Walk 4m, Stagger 2m, Crawl 1m.

JAMES (JIMMY) DEVLIN, ENGINEER

After college, Jimmy went to work for a Boston engineering firm designing RF circuitry under defense contracts. The EMPs put him out of a job. A resolutely practical man, Jimmy called in favors with people he knew from his defense contracts. He now works as a civilian consultant to the MilGov in Boston. He provides advice on how to best use remaining technology and also helps cobble together functional gear from war's detritus.

Although it doesn't pay, he does have a steady source of food and work, and that's better than trying to subsist on the streets. He also enjoys the challenges he finds in Frankensteining the equipment.

Quality: Experienced

Attributes: Awareness 6, Cognition 9, Coordination 9, Education 8 (Electronics), Fitness 7, Muscle 6, Personality 6, Resolve 7; CUF 5, OODA 3.

Skills: Climbing Competent, Computing Expert, Electronics Master, Instruction Competent, Mechanics Expert

Wound Thresholds: Slight 1, Moderate 7, Serious 14, Critical 21.

Movement: Sprint 13m, Run 10m, Trot 7m, Walk 4m, Stagger 2m, Crawl 1m.

DAVE WATSON, PATRIOT

Dave loves his country more than anything, but he's never trusted the government. Ever since seeing Ruby Ridge on the news, he knew they'd betray him somehow. He worked hard to build a self-sufficient farm in the wilds of Montana. He kept enough food to feed himself and his family for months, should the FBI ever come knocking. He also has the arms to defend himself, as is his Second Amendment right as an American citizen.

When news that the Chinese subs were destroyed soon after they launched their missiles, but not before the attack, reached Dave everything clicked. Seeing American governmental conspiracies in the Chinese attack, Dave began preparing for the end. He and his family grabbed their guns and headed to the bunker ready to stand against the Chinese, and if necessary, any representatives of the American government who might try to take what was rightfully his.

The last thing he expected was to be invaded by the Canadians. He heard the vehicles rolling over his head and looked out, only to be greeted by men wearing Canadian uniforms. Obviously outgunned, Dave made the painful decision to collaborate with the Armed Canadians. He gave the Canadians whatever he could and offered them support, so long as the Canadians promised protection against the American government. Now that talks are rumored to be starting again in Windsor, the troops have begun to withdraw from Dave's farm and he is uncertain what his future holds.

Quality: Regular

Attributes: Awareness 7, Cognition 7, Coordination 7, Education 4, Fitness 9, Muscle 8, Personality 5, Resolve 5; CUF 2, OODA 3.

Skills: Agriculture Expert, Animal Husbandry Expert, Fieldcraft Professional, Longarm Expert, Mechanics Professional,

Wound Thresholds: Slight 1, Moderate 9, Serious 18, Critical 27.

Movement: Sprint 14m, Run 11m, Trot 8m, Walk 4m, Stagger 2m, Crawl 1m.

NICHOLAS BRYSON, MI-6 AGENT

Prior to the way, Nicholas was an MI-6 agent attached to the British Embassy in Washington. Day in and day out, his job was fairly boring. He monitored communiqués between various powers and ensured the Ambassador was safe, secure, and did not commit any gaffes that could embarrass 10.

When the world starting going to hell the Ambassador was recalled to London, but Nicholas was ordered to remain in America to see how things transpired. He was to be one of Britain's many eyes on U.S. soil.

Nicholas did manage to get out of D.C. before the nukes hit and until recently had continued to send reports back to the Home Office. His normal channels of communication are now silent, but Bryson continues using his tradecraft and is amassing a fair bit of intel, on Americans, Canadians and even some Chinese operating in the States.

Quality: Experienced

Attributes: Awareness 9, Cognition 10, Coordination 7, Education 9 (Political Science), Fitness 6, Muscle 5, Personality 9, Resolve 9; CUF 4, OODA 3.

Skills: Deception Professional, Intimidation Professional, Persuasion Expert, Sidearm Expert, Streetcraft Expert

Wound Thresholds: Slight 1, Moderate 6, Serious 12, Critical 24.

Movement: Sprint 12m, Run 9m, Trot 7m, Walk 4m, Stagger 2m, Crawl 1m.

ELIAS, EX-PRISONER

Elias was serving a prison sentence in Belgrade before the war came. He was convicted of killing over ten people, ritually flaying the skin from their bodies and turning it into souvenirs for tourists. When Europe began to erupt in flames, prisons around the world collapsed, rioted and self imploded. Elias' station of confinement was no exception. During a violent riot the prisoners overpowered the staff and took over the prison. With the state of the nation, the loss of the prison and escape of many of its prisoners went either undetected or uncared for. During this episode, Elias slipped away and into the countryside.

After a while of wandering, Elias sauntered into the Balkans and took over a small hostel in a secluded area. The elderly owners stood no chance, and their skins now adorn a wall in the back room. A cold, calculating psychopath, Elias now runs the hostel like a business, waiting for the few travelers that come through. Those who do are never heard from again.

Quality: Experienced

Attributes: Awareness 9, Cognition 10, Coordination 5, Education 4, Fitness 6, Muscle 7, Personality 6, Resolve 6; CUF 5, OODA 4.

Skills: Deception Master, Hand to Hand Grappling Expert, Intimidation Competent, Persuasion Master, Streetcraft Competent, Hand Weapons Master

Wound Thresholds: Slight 1, Moderate 7, Serious 14, Critical 24.

Movement: Sprint 13m, Run 10m, Trot 7m, Walk 4m, Stagger 2m, Crawl 1m.
