

Twilight 2000 Character Sheet.

Characters Name: _____ **Age:** _____ **Time:** _____ **Rank:** _____
Branch: _____ **Specialty:** _____ **Nationality:** _____ **Blood Type:** _____ **Eyes:** _____
Weight: _____ **Rads:** _____ **Throw Range:** _____ **Run:** _____ **Leap:** _____ **Lift:** _____ **Load:** _____ **Hair:** _____

STATS:

INT:[\] REF:[\] TECH:[\] COOL:[\] ATT:[\] LCK:[\] MA:[\] BODY:[\] EMP:[\]

Skills:

ATTR:

Personal Grooming: [/]
 Wardrobe & style: [/]

BODY:

Endurance: [/]
 Strength feat: [/]
 Swimming: [/]

COOL:

Interrogation: [/]
 Intimidate: [/]
 Oratory: [/]
 Resist torture/drug [/]
 Streetwise: [/]

EMPATHY:

Human perception: [/]
 Interview: [/]
 Leadership: [/]
 Seduction: [/]
 Social: [/]
 Persuasion: [/]
 Perform: [/]

INT:

Accounting: [/]
 Anthropology: [/]
 Awareness/notice: [/]
 Biology: [/]
 Chemistry: [/]
 Composition: [/]
 Diagnose: [/]
 Education & gen.kno [/]
 Expert: Mil EXP [/]
 Expert: Communications [/]
 Expert: [/]
 Expert: [/]
 Expert: [/]
 Expert: [/]
 Forage: [/]
 Fishing: [/]
 Forward observer: [/]

INT:

Gamble: [/]
 Geology: [/]
 Hide/evade: [/]
 History: [/]
 Language: Russian [/]
 Language: German [/]
 Language: Polish [/]
 Language: [/]
 Language: [/]
 Language: [/]
 Library Search: [/]
 Mathematics: [/]
 Metallurgy: [/]
 Meteorology: [/]
 Navigation: [/]
 Physics: [/]
 Programming: [/]
 Scrounging: [/]
 Teaching: [/]
 Wilderness survival [/]
 Zoology: [/]

REF:

Autogun: [/]
 Archery: [/]
 Athletics: [/]
 Brawling: [/]
 Dance: [/]
 Dodge/escape: [/]
 Drive Wheel: [/]
 Drive Track: [/]
 Fencing: [/]
 Handgun: [/]
 Heavy weapons: [/]
 Large Cal. Gun: [/]
 Martial Arts: Military [/]
 Martial Arts: [/]
 Martial Arts: [/]
 Martial Arts: [/]
 Martial Arts: [/]

REF:

Melee: [/]
 Motorcycle: [/]
 Operate hvy Machine [/]
 Parachute: [/]
 Pilot: [/]
 Pilot: [/]
 Pilot: [/]
 Pilot: [/]
 Pilot: [/]
 Ride: Horse [/]
 Ride: [/]
 Rifle: [/]
 Snow ski: [/]
 Stealth: [/]
 Submachinegun: [/]

TECH:

Aero tech: [/]
 Basic tech: [/]
 Tac Missile [/]
 _____ [/]
 Biological weapons: [/]
 Chemical weapons: [/]
 Civil engineering: [/]
 Combat engineering: [/]
 Demolitions: [/]
 Disguise: [/]
 Electronics: [/]
 Farming: [/]
 First aid: [/]
 Forgery: [/]
 Indirect fire: [/]
 Paint & draw: [/]
 Photo & film: [/]
 Pick lock: [/]
 Pickpocket: [/]
 Play: [/]
 Play: [/]
 Rotor tech: [/]
 Medical/surgery: [/]
 Nuclear weapons: [/]
 Weaponsmith: [/]

Name:	Type:	WA:	Conc:	Dam:	#Shots:	Rof:	Ammo:	Range:	Rel:
M16A2 Assault Rifle	Rifle	+2	Not	5D6	30	3/12	5.56Nato	400m	VR
Combat Knife	Melee	+1	Jacket	1D6+3					
Bayonet	Melee	0	Not	2D6+3					
Entrenching Tool	Melee	-1	Not	2D6					
Grenade	Athletics	-5	Pocket	5D6				Throw	ST

Martial Arts Key attacks:

Style	Strike	Punch	Kick	Disarm	Sweep	Block	Dodge	Grapple	Throw	Hold	Choke	Escape	Ram
Military	+2	+2	+2	+2	+2			+2	+3	+3		+2	