

WORLD

2013

Player Characters



Americans



TWILIGHT: 2013

CREDITS

G-1 (ADMINISTRATION)

Design: Keith Taylor

G-2 (INTELLIGENCE)

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G-6 (COMMUNICATION)

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The following characters can act as ready-made PCs or as supporting roles as star NPCs for a GM to use in any number of scenarios. Most location and event details are intentionally left vague to allow for their introduction into a number of storylines taking place within the USA or storylines requiring an American character or two.



BRUCE MILLER

Synopsis: Bruce Miller is, in many ways, the definition of the every man. A commercial long haul tractor-trailer driver, he finds peace and calm on the open road but holds the memories of his family and friends close. A large man who now works to insulate himself from the world as a way of protection, he is a true friend who will go the extra mile for you once he lets you in.

HISTORY

Growing up in Middle America, Bruce Miller was a normal American teen. A decent student who, rather than play sports, chose to help his father working as a new home subcontractor and spent his summers helping build houses.

After graduating, he married his high school sweetheart and followed in his father's footsteps into what he thought would be a long and distinguished career in construction and contracting. Two years later, he became a father with the arrival of his son and two years after that, he had a daughter. Life was good in the Miller family. They had a good paying job, a "nuclear family", and a house that he had been fixing up and keeping current.

Eventually, the new house market began to weaken and business dried up. With a wife and two children, Bruce knew he had to find a more consistent source of income to support his family. He applied to several different positions in multiple fields, yet was unable to get hired into a job that paid enough to feed his family.

As a final desperate option, he elected to learn a new trade and turned to the Truck Master trade school where he learned to drive a commercial big rig tractor-trailer. Bruce soon learned that as much as he enjoyed the camaraderie on a construction site, he found he also loved the solitude of a life on the road for several days at a time. The solitude was liberating in a sense, but he looked forward to every homecoming. Nothing could compare to that enthusiastic greeting from the kids and the "Welcome Home" kiss from his wife.

A few months into his new job, his young son gave him a gift that he is never without: a ball cap with Bruce the shark from the movie Finding Nemo smiling and saying "Hello." This hat took on even greater significance only three years later when he



lost his son to a bout of the H1N1 flu. He will go to great lengths to protect this ball cap, sacrificing almost anything to ensure its constant presence.

As the situation throughout the United States became more tense and violent, he acquired his only other signature item: a Smith & Wesson .357 Magnum revolver. When it's not strapped to his hip, the weapon is always within arm's reach. He'd seen too many victims on the road to let himself be unprepared.

Seeing the world situation for what it was becoming and realizing that he couldn't afford to be home more to help take care of and protect his family, he and his wife made a difficult decision. Together, they agreed that she should take their daughter and stay with family just outside of Las Vegas. They figured the more southern location would help keep the winters more manageable and the proximity to the modern city would help with finding any medical care for issues that may arise.

Due to the Chinese nuclear and special operations attacks, Bruce lost contact with his wife shortly after she got herself established and hasn't heard from her since.

The Chinese activity wreaked enough havoc that he was unable to sustain his truck with either parts, proper maintenance or fuel. Now, without his truck, he's slowly migrating towards Las Vegas in the hopes of reuniting with his wife and daughter.

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EQUIPMENT

Baseline (TOTAL WEIGHT: Regular = 58.0kg; Experienced = 57.0kg)

Outfit, mild weather (1.3kg)
1 x pair work boots (2.3kg)
1 x undercover vest (2.3kg)
1 x pair of sunglasses (--)
1 x well worn ball cap (trucker's cap) w/ Bruce the Shark (--)
1 x holster (0.2kg)
1 x IFAK (0.6kg)
1 x CB radio, hand-held (2.0kg)
1 x Multi-tool (0.3kg)
1 x Folding knife (0.2kg)
1 x .357 Magnum service revolver (1.2kg)
4 x speed loaders (0.4kg)
66 x total .357 Magnum rounds (0.3kg)
1 x .30-06 Hunting rifle, bolt action (3.4kg)
1 x Telescopic, Mag-2 sight (0.4kg)
1 x sling (0.2kg)
48 x total .30-06 rounds (1.6kg)

Notes:

For the Regular version:

Plus an additional 40.5kg

For the Experienced version:

Plus an additional 39.5kg

ADDITIONAL HISTORY (EXPERIENCED)

Prior to his wife and daughter moving to Las Vegas.

After two years on the road it became apparent that his family was still in need. They were making enough money, but only just enough. When the bills started piling up, Bruce knew he had to do more.

Operation Iraqi Freedom was in full swing, Saddam had been removed from power and the United States now needed a consistent logistics and supply line. Bruce heard from others on the road about the contracts being offered for truckers to perform convoy duty in Iraq. The call of the money was too much for a desperate man. A few short

BRUCE MILLER, REGULAR

Rank: None

Age: 29

Hair/Eye Color/Handedness: Brown/Blue/Right-handed

Height/Weight/Build/Blood Type: 1.91m/76.6kg/Athletic/O+

Last Year: Displacement

Attributes: Awareness 8, Coordination 8, Fitness 9, Muscle 10, Cognition 6, Education 6, Personality 7, Resolve 8; CUF 5, OODA 4.

Skills: Agriculture Novice (1), Climbing Novice (2), Construction Professional (8), Driving /Tracked /Heavy Professional (12), Electronics Competent (4), Hand-to-Hand Novice (3), Language – Native (English), Longarm Novice (3), Mechanics Competent (7), Persuasion Novice (2), Sidearm Competent (5), Streetcraft Competent (4).

Wound Thresholds (head/torso/limbs): Slight 1/1/1, Moderate 5/10/10, Serious 10/20/15, Critical 15/30/20.

Fatigue Thresholds: Slight 6, Moderate 10, Serious 14, Critical 18.

Carrying Capacity: CL 20kg, ML 30kg, EL 58kg, DL 116kg.

Movement: Sprint 15m, Run 11m, Trot 9m, Walk 4m, Stagger 2m, Crawl 1m, Travel 6kph.

Nutritional Requirements: 2,400 calories per day

Starvation Threshold: 5

Rads: 32

SP: 8 of 8

Advantages: Direction Sense (2) = +3 bonus to navigation checks and successful COG check allows him to retrace his movements of the past 24 hours; Indefatigable (2)

Disadvantages: None

Equipment Dice: 1

Contacts: 3 x information (veteran, experienced, regular); 1 x reinforcement (veteran); 3 x service (2 x regular, veteran); 2 x trade (veteran, regular).

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months later, Bruce found himself running almost daily convoys from Kuwait to Baghdad and back.

Bruce made many friends but lost several of them to ambushes and attacks during his time in Iraq. He even had a few close calls, himself. While resupplying a FOB, one attack left his right arm injured enough that he could no longer effectively defend himself. It was because of this, he focused his efforts on learning to shoot his revolver with his off hand.

Another attack was a little too close for his comfort and changed his life. Toward the end of his second tour, Bruce's "lucky" enough to be the one in his convoy to be the target of a roadside bomb. Though the cab was armored, the blast was powerful enough to blow in the windshield and rip off the door, injuring him enough to render

him unconscious. After being stabilized, he was Medevac'd out and spent the next year in hospitals and rehab for a traumatic brain injury. Never fully recovered, his hearing and stamina were affected and he continues to suffer the occasional flashback. Due to these injuries, the U.S. government compensated him for the remainder of his contract, but found him to be unsuitable for the rigors of Iraqi convoy duty.

After his wife and daughter left for Las Vegas, he was able to get a "milk run" contract with the U.S. government that would later evolve into support of the military efforts both against Mexico as well as the counter-insurgency operations against the Chinese infiltrators.

BRUCE MILLER, EXPERIENCED

Rank: None

Age: 46

Hair/Eye Color/Handedness: Brown/Blue/Right-handed

Height/Weight/Build/Blood Type: 1.91m/76.6kg/Athletic/O+

Last Year: Displacement

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

Skills: Agriculture Novice (1), Climbing Novice (2), Construction Professional (8), Driving /Tracked /Heavy Expert (26), Electronics Professional (13), Hand-to-Hand Competent (5), Language – Native (English), Longarm Competent (6), Mechanics Professional (14), Persuasion Novice (2), Sidearm Professional (11), Streetcraft Professional (9).

Wound Thresholds (head/torso/limbs): Slight 1/1/1, Moderate 5/9/9, Serious 9/18/14, Critical 14/27/18.

Fatigue Thresholds: Slight 6, Moderate 10, Serious 15, Critical 19.

Carrying Capacity: CL 19kg, ML 29kg, EL 57kg, DL 114kg.

Movement: Sprint 15m, Run 11m, Trot 8m, Walk 4m, Stagger 2m, Crawl 1m, Travel 6kph.

Nutritional Requirements: 2,400 calories per day

Starvation Threshold: 6

Rads: 32

SP: 5 of 5

Advantages: Direction Sense (2) = +3 bonus to navigation checks and successful COG check allows him to retrace his movements of the past 24 hours; Indefatigable (2); Ambidexterity (sidearm)(3)

Disadvantages: Flashbacks (2) = When ambushed or surprised, must make RES check. Failure means he cannot act during the first exchange of fire; Hard of Hearing (1) = -1 to all AWA checks regarding hearing; Short Winded (1)

Equipment Dice: 4

Contacts: 4 x information (veteran, experienced, 2 x regular); 2 x reinforcement (2 x veteran); 4 x service (2 x regular, veteran, green); 3 x trade (veteran, 2 x regular).

SARAH JENKINS

Synopsis: Sarah Jenkins started out as a model student with a drive and desire to work for the U.S. State Department and see the world. Out of college, she joined the CIA and intended to use the Agency as a stepping stone into the State Department, but the world had other plans for her.

HISTORY

Growing up as an only child provided countless opportunities for Sarah to pursue and embrace virtually any hobby or interest that suited her. As she got older, she found that she had a love of languages and acting. Like most young girls, she dreamt of having her own television show that would allow her to segue into the movies.

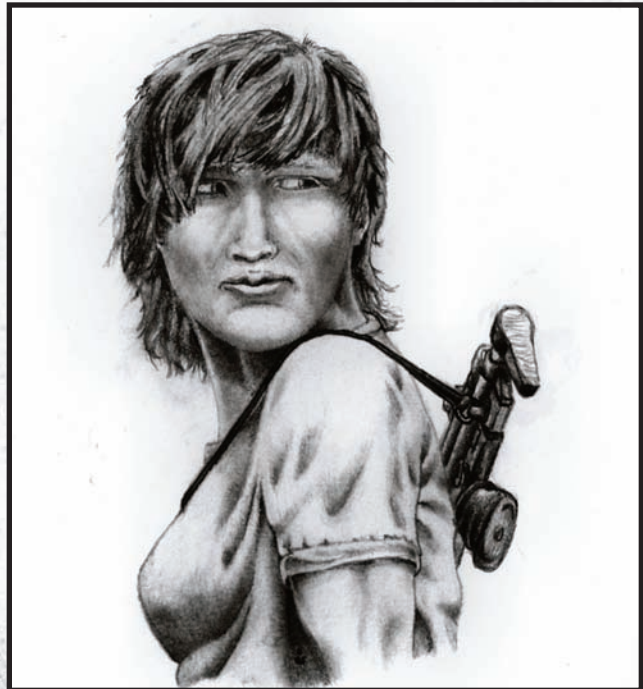
As she entered high school, she continued to perform in the drama club, but found her fondness for language and learning to be a stronger calling. Eventually, she was overcome with the desire to travel and see and experience the various cultures the world had to offer. She entered college with the intention of building skills she could use as to gain entry into the international entertainment markets. She graduated with a degree in Dramatic Theater and continued to dabble in learning languages.

The post-college years proved to be an unexpectedly eye-opening time for her. Though she had the degree and skills, directors and producers weren't exactly beating a path to Sarah's door to make her "The Next Big Thing." Considering her education and natural talent for languages, she decided the best way to travel on her limited budget was to join the government. After several unsuccessful interviews with the State Department, she took a chance with the Central Intelligence Agency.

To her surprise, Sarah was hired as a translator and analyst of various electronic media and documents. In order to gain further legitimacy and credibility in her job and to make herself more marketable to the State Department, she pursued higher degrees in Linguistics and European History.

She finally got her opportunity to travel when her department head required her talents and skills in Paris to work with French analysts regarding new activity in a high-interest terrorist organization. Because this trip would require a couple of side trips into the Middle East, Sarah learned some basic defensive combat and survival skills, courtesy of the agency. Ultimately, the terrorist activity she was working on would culminate in the Stade de France attack, though she missed being in the country by mere hours. She and her team wouldn't hear of the tragedy until they had already returned to the States.

As the events of the world became more and more chaotic, she was traveling more than she had expected. Eventually, due to this constant movement, the CIA permanently issued her the weapons she has on hand. She was given the option for longer range weapons, but with her poor eyesight and relatively low ability at long range shooting, she figured she would need to use a weapon for defensive purposes only. Sarah figured she'd leave the longer range gear for those with a need to reach out further



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SARAH JENKINS, REGULAR

Rank: None

Age: 27

Hair/Eye Color/Handedness: Blonde/Blue/Right-handed

Height/Weight/Build/Blood Type: 1.7m/61kg/Athletic/O+

Last Year: Displacement

Attributes: Awareness 8, Coordination 8, Fitness 9, Muscle 8, Cognition 9, Education 9 (Linguistics, Theater Arts, European History), Personality 9, Resolve 8; CUF 4, OODA 5.

Skills: Computing Competent (6), Deception Competent (5), Driving Novice (3), Forensics Professional (12), Hand-to-Hand Novice (3), Language – Native (English), Language (French) Professional (8); Language (Latin) Professional (6), Language (Russian) Competent (3), Longarm Novice (2), Performance (Dramatic Acting) Competent (5), Persuasion Competent (6), Sidearm Novice (2), Streetcraft Novice (3).

Wound Thresholds (head/torso/limbs): Slight 1/1/1, Moderate 5/9/9, Serious 9/18/14, Critical 14/27/18.

Fatigue Thresholds: Slight 5, Moderate 9, Serious 13, Critical 17.

Carrying Capacity: CL 18kg, ML 28kg, EL 54kg, DL 108kg.

Movement: Sprint 14m, Run 11m, Trot 8m, Walk 4m, Stagger 2m, Crawl 1m, Travel 6kph.

Nutritional Requirements: 1,900 calories per day

Starvation Threshold: 5

Rads: 44

SP: 8 of 8

Advantages: Natural Talent (Languages) (3); Advanced Student (4); Beauty (2) = +1 bonus to social interaction with others with a sexual preference for females.

Disadvantages: Nearsighted (4) = Visual range limit reduced by 2 bands when not wearing corrective lenses (not applicable when using magnifying devices for long range observation); Irradiated (2)

Equipment Dice: 2

Contacts: 3 x information (regular, experienced, veteran); 1 x reinforcement (veteran); 4 x service (3 x regular, veteran); 3 x trade (2 x veteran, regular).

EQUIPMENT

Baseline (TOTAL WEIGHT: Regular = 54.0kg;
Experienced = 55.0kg)

Outfit, mild weather (1.3kg)
1 x pair hiking boots (1.7kg)
1 x undercover vest (2.3kg)
1 x pair prescription eyeglasses (--)
1 x pair of prescription sunglasses (--)
1 x holster (0.2kg)
1 x IFAK (0.6kg)
1 x tactical radio (1.0kg)
1 x Multi-tool (0.3kg)
1 x Folding knife (0.2kg)
1 x Beretta 92 (1.0kg)
 3 x loaded, 15-round, 9mm magazines (0.9kg)
1 x MP-5 submachine gun (3.4kg)
 5 x loaded, 30-round, 9mm magazines (3.5kg)
 1 x sling (0.2kg)

Notes:

For the Regular version:

Plus an additional 37.8kg

For the Experienced version:

Plus an additional 38.8kg

ADDITIONAL HISTORY (EXPERIENCED)

Thanks to her stellar efforts and results as an analyst, Sarah was singled out for specialized training as a field agent. The combination of her language skills, sultry appearance, and new position led her to several locations in and throughout Europe as well as many in the CONUS.

In each case her focus was on intercepting, reading, copying, and questioning materials, citizens, soldiers, POWs, and detainees. Her attention was solely on gathering and gleaning any and all useful intelligence and information on military activity, illegal immigration, terrorism and insurgencies.

Though her weapon-handling skills greatly improved since her time as an office analyst, she maintained her philosophy of maintaining and utilizing weapons specialized in the close-in fight.

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SARAH JENKINS, EXPERIENCED

Rank: Espionage 3

Age: 37

Hair/Eye Color/Handedness: Blonde/Blue/Right-handed

Height/Weight/Build/Blood Type: 1.7m/61kg/Athletic/O+

Last Year: Urban Survival

Attributes: Awareness 8, Coordination 8, Fitness 9, Muscle 8, Cognition 9, Education 9 (Linguistics, Theater Arts, European History), Personality 10, Resolve 9; CUF 5, OODA 5.

Skills: Computing Professional (9), Deception Professional (8), Driving Novice (3), Forensics /Forgery Expert (20), Hand-to-Hand Competent (5), Hand Weapons Novice (3), Language – Native (English), Language (French) Professional (8); Language (Latin) Professional (6), Language (Mandarin Chinese) Professional (6), Language (Russian) Professional (6), Longarm Professional (10), Medicine Novice (1), Performance (Dramatic Acting) Competent (7), Persuasion Professional (9), Sidearm Professional (12), Streetcraft Professional (8).

Wound Thresholds (head/torso/limbs): Slight 1/1/1, Moderate 5/9/9, Serious 9/18/14, Critical 14/27/18.

Fatigue Thresholds: Slight 5, Moderate 9, Serious 14, Critical 18.

Carrying Capacity: CL 18kg, ML 28kg, EL 55kg, DL 110kg.

Movement: Sprint 14m, Run 11m, Trot 8m, Walk 4m, Stagger 2m, Crawl 1m, Travel 6kph.

Nutritional Requirements: 1,900 calories per day

Starvation Threshold: 7

Rads: 132

SP: 6 of 6

Advantages: Natural Talent (Languages) (3); Advanced Student (4); Beauty (2) = +1 bonus to social interaction with others with a sexual preference for females.

Disadvantages: Nearsighted (4) = Visual range limit reduced by 2 bands when not wearing corrective lenses (not applicable when using magnifying devices for long range observation); Irradiated (2)

Equipment Dice: 5

Contacts: 4 x information (2 x regular, experienced, veteran); 2 x reinforcement (regular, veteran); 4 x service (3 x regular, veteran); 3 x trade (2 x veteran, regular).

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DANIEL MORRIS

Synopsis: A man who started out aimless with a narrow view of life, Daniel Morris has since developed a strong sense of purpose and conviction. A troublemaker in school, he has gone on to be a Sheriff's Deputy and corrections officer who finds a sense of accomplishment in dealing with crowd and riot control, especially those in a detention or prison environment. He lives to bring and maintain order out of chaos.

HISTORY

Growing up in the Industrial Belt, Daniel Morris was one of "those kids" always skipping school during his teen-age years. Seemingly always in trouble, he frequently found himself just shy of getting kicked out of his parents' house or, worse yet, having to pull jail time. Though he may have challenged authority, he knew the difference between just causing trouble and conducting actual criminal behavior.

Never really having any drive or a higher calling during his formative years, Daniel never applied himself at school, or at any of his part time jobs. He always did just enough to finish things and move on. The only thing he really enjoyed and applied himself to was wrestling. He was good enough that he lettered and made the varsity team all four years of high school. Growing up, he never aspired to be anything more than another one of the workers in his town's industrial sector. His plan always consisted simply of graduating, joining the union, and pulling a standard day's wage in the factories and coming home to a wife and a television.

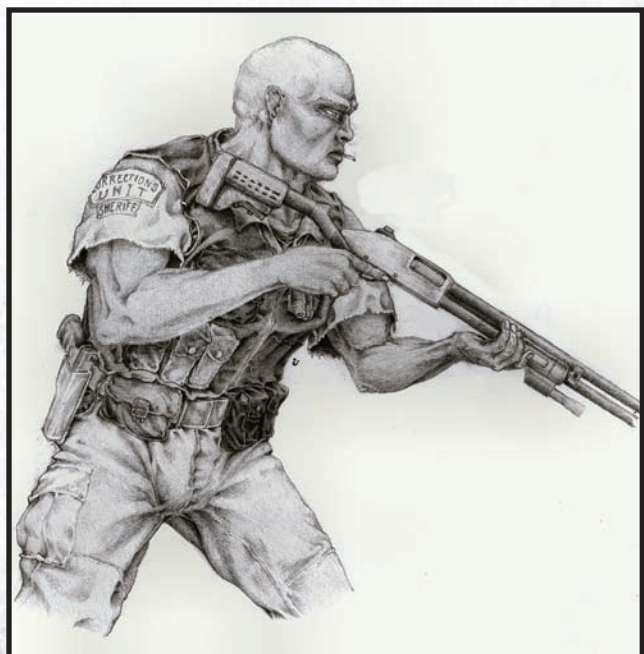
His first few years out of high school went according to plan and he made a good living as a local machinist's union worker and eventually married a girl from his old rival high school. As time went on, he found this to be nowhere near as rewarding as he had thought it would be. Every day he'd watch his town decline a little more, his friends would continue on with their lives and he'd grow more and more irritated. He knew he had to do more. His life was forever changed one August evening when his pregnant wife was killed in an accident when her car was hit by a drunk driver running a red light.

His neighbor was a member of the local Sheriff's Department, and they would occasionally share a beer at their fence. It was through his neighbor that Daniel learned of the local law enforcement life. It was through this introduction that he found his new purpose in life after losing his wife and unborn child. If he could help bring a little order to the world, then that was what he was going to do.

After graduating the academy, he joined his local department and performed occasional patrols and responded to routine calls. However, the area that he was most interested in and volunteered for most was working the detention facilities and crowd control duty for events ranging from simple parades through full-on labor strikes and political rallies. Once again, he felt his new calling was to maintain order, especially where there was chaos or the potential for it.

As his world started to change environmentally and demographically, he, like many others from his town, chose to move south to warmer climates. Considering the state of the nation during these years, Daniel had no trouble finding a place where his background, skills and badge would be welcome.

One of his more challenging aspects of life leading up to, during, and after The Last Year, was finding a reliable source for his one true vice: cigarettes. It was a habit he'd acquired as a teen and one that he never truly was able to shake.



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DANIEL MORRIS, REGULAR

Rank: Senior Police Officer

Age: 29

Hair/Eye Color/Handedness: Brown/Brown/Right-handed

Height/Weight/Build/Blood Type: 1.75m/53kg/Slight/O+

Last Year: Twilight Warfare

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

Skills: Artisan (welding) Novice (2), Driving Competent (4), Forensics Novice (1), Hand-to-Hand /Grappling Professional (12), Hand Weapons /Grappling Competent (5), Intimidation Competent (7), Language – Native (English), Longarm Competent (7), Mechanics /Machinist Competent (5), Persuasion Novice (1), Sidearm Competent (6), Streetcraft Competent (5), Support Weapons Competent (5).

Wound Thresholds (head/torso/limbs): Slight 1/1/1, Moderate 4/8/8, Serious 8/16/12, Critical 12/24/16.

Fatigue Thresholds: Slight 4, Moderate 7, Serious 10, Critical 13.

Carrying Capacity: CL 17kg, ML 25kg, EL 48kg, DL 96kg.

Movement: Sprint 14m, Run 10m, Trot 8m, Walk 4m, Stagger 2m, Crawl 1m, Travel 5kph.

Nutritional Requirements: 1,700 calories per day

Starvation Threshold: 7

Rads: 63

SP: 7 of 7

Advantages: None.

Disadvantages: Addiction (tobacco)(1) = if he goes a full day without tobacco, he suffers -1 to all checks the following day

Equipment Dice: 5

Contacts: 2 x information (2 x green); 1 x reinforcement (regular); 2 x service (regular, veteran); 2 x trade (veteran, green).

EQUIPMENT

Baseline (TOTAL WEIGHT: Regular = 48.0kg; Experienced = 54.0kg)

Fatigues, mild weather (1.2kg)

1 x pair combat boots (2.0kg)

1 x undercover vest (2.3kg)

1 x ballistic helmet (1.5)

1 x helmet visor (--)

1 x pair of sunglasses (--)

1 x gas mask (1.0)

3 x gas mask filters (0.9)

1 x holster (0.2kg)

1 x IFAK (0.6kg)

1 x tactical radio (1.0kg)

1 x Multi-tool (0.3kg)

1 x Hand cuffs (0.3)

1 x Telescoping baton (0.5)

1 x Pepper spray can (0.1)

1 x .40 S&W handgun (0.9kg)

3 x loaded, 12-round, .40 S&W magazines (0.9kg)

1 x 12-gauge pump shotgun (3.6kg)

35 x 12-gauge slugs (2.1)

63 x 12-gauge buckshot (3.8)

1 x sling (0.2kg)

1 x Tactical grenade launcher (2.7)

20 x 37mm tear gas rounds (4.0)

20 x 37mm stun rounds (4.0)

1 x sling (0.2)

Notes:

For the Regular version:

Plus an additional 13.7kg

For the Experienced version:

Plus an additional 19.7kg

ADDITIONAL HISTORY (EXPERIENCED)

As time went on after moving south, people became more desperate which led to rampant cases of every man for themselves and families turned on other families. This new era led to an abundance of arrests, which led to even more stress on an already overcrowded detention system. With the extra strain on law enforcement, there

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were fewer officers available to keep order within the corrections facilities which meant Daniel had his hands quite full.

Some of his peers rapidly lost their patience with the situation and became more brutal when the inmates would act up to the point where Daniel was questioned on more than one occasion when inmates were beaten or killed. As "luck" would have it, he was also on duty during one of the most brutal prison riot suppressions in United States history. It was this event that led to Daniel's second relocation.

With his strong sense of law and order, the conduct of some of his peers became unpalatable. After the riot suppression, he viewed several of the guards the same as he viewed the very criminals they were assigned to keep watch over. After being continually ignored or deflected by his superiors when he tried to report the abuses, Daniel decided he could no longer be part of a system that was, in his eyes, little better than the criminals it was created to contain. Fed up, he finally left, taking to the road in search of a community with a need for a law enforcement professional.

DANIEL MORRIS, EXPERIENCED

Rank: Police Sergeant

Age: 41

Hair/Eye Color/Handedness: Brown/Brown/Right-handed

Height/Weight/Build/Blood Type: 1.75m/53kg/Slight/O+

Last Year: Twilight Warfare

Attributes: Awareness 7, Coordination 7, Fitness 8, Muscle 9, Cognition 5, Education 6, Personality 5, Resolve 7, CUF 6, OODA 6.

Skills: Artisan (welding) Novice (2), Driving Competent (4), Forensics Professional (8), Hand-to-Hand / Grappling Professional (14), Hand Weapons /Grappling Professional (8), Intimidation Professional (11), Language – Native (English), Longarm Professional (11), Mechanics /Machinist Competent (6), Persuasion Competent (5), Sidearm Professional (11), Streetcraft Professional (11), Support Weapons Professional (11), Tactics Competent (6).

Wound Thresholds (head/torso/limbs): Slight 1/1/1, Moderate 5/9/9, Serious 9/18/14, Critical 14/27/18.

Fatigue Thresholds: Slight 4, Moderate 8, Serious 12, Critical 15.

Carrying Capacity: CL 19kg, ML 28kg, EL 54kg, DL 108kg.

Movement: Sprint 15m, Run 11m, Trot 8m, Walk 4m, Stagger 2m, Crawl 1m, Travel 6kph.

Nutritional Requirements: 1,700 calories per day

Starvation Threshold: 10

Rads: 56

SP: 5 of 5

Advantages: None.

Disadvantages: Addiction (tobacco)(1) = if he goes a full day without tobacco, he suffers -1 to all checks the following day

Equipment Dice: 3

Contacts: 3 x information (2 x green, regular); 2 x reinforcement (regular, veteran); 3 x service (regular, veteran, experienced); 2 x trade (veteran, green).

WENDY SIMMONS

Synopsis: Wendy Simmons is a survivalist who used to be a very popular, very controversial blogger. Convinced that the every major world event in history was manipulated by a key cabal of powerful individuals and families, each of her entries became more inflammatory than the previous. The more popular her blog became, the more convinced she was that the U.S. government was targeting her. When the nukes fell and her husband disappeared, her theories were confirmed...at least in her own mind.

HISTORY

To look at her, a person would never guess this seemingly unassuming Southern Belle was a self-created, controversial, popular icon with countless followers who hang on her every written word. Wendy Simmons was one of the most popular people in the years leading up to the Collapse that people never saw...or at least they didn't know if they had.

Born and raised in a small, out of the way community in southern Alabama, she grew up as many children in the area: learning to live and play in the outdoors. Her father believed that every girl needed to know how to handle a gun and how to live off the land. He was also the one who planted the seeds of a deep seated paranoia about the workings of the government and world events. According to him, the Confederacy would never have been formed if it hadn't been for the work of the inner circle of the Union Masons, but the Confederacy got too powerful to remain a puppet which destined it to lose the Civil War – thanks once again to the Masons. He continually shared this belief with Wendy and she has never let it go.

As Wendy grew, she became more interested in television, radio, books and internet articles about conspiracy theories. Though she knew the details were fictional, the X-Files was one of her favorites because she believed the ideas were founded in Truth. The more she saw, heard and read, the more she believed it.

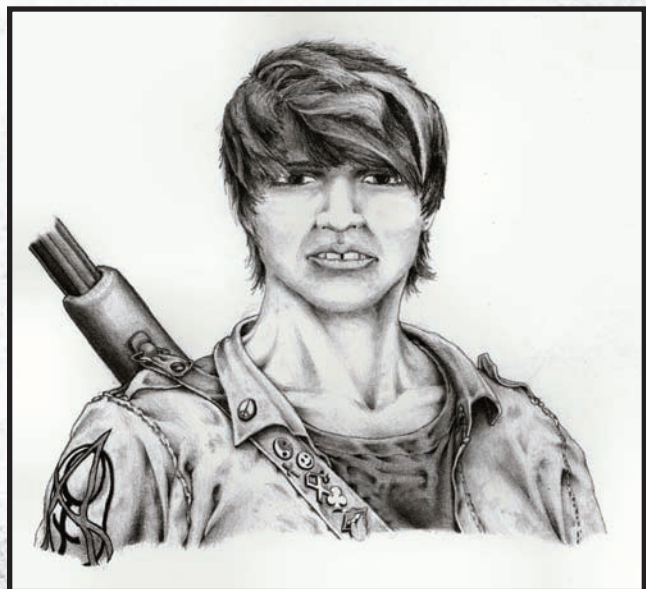
After high school, Wendy decided she needed to have an avenue to share what she knew and find out more about the global conspiracies. In her mind, even those who don't want to believe still

need to hear the Truth. Her path to this end was a Journalism degree through a large and respected university. At college, she worked for a time on the school newspaper staff and even had a short stint with the college radio station. Unfortunately, her college media career was cut short thanks to her continued push to spread her news. It wasn't all for nothing, though. Through her work, she met the man she would eventually marry.

Sharing the common bond, the Wendy and her husband established a very popular, daily fringe blog. This blog addressed everything from current news to the latest in conspiracy theories, often combining the two. On several occasions, they garnered the attention of the legal system and were placed on a government watch list, but they were never charged with anything.

The events leading up to the last year only served to provide more fuel for Wendy's fire. What's more, her skills and persuasiveness were so effective that her popularity continued to grow to the point that, in certain circles, her blog was as popular as some of the major news outlets.

On that fateful day in 2012 when the Chinese nukes fell around the United States, Wendy's husband had made a trip to the city and never returned. To this day, Wendy is convinced that the timing of the attack and the fact that it happened when they were finally getting their word out to more people than ever only prove that she was getting too close to the inner circle orchestrating the end of the world. It was enough to quiet her down, but not enough to stop her drive to uncover what she considered to be the Truth.



TWILIGHT 2013

WENDY SIMMONS, REGULAR

Rank: None

Age: 27

Hair/Eye Color/Handedness: Brown/Green/Right-handed

Height/Weight/Build/Blood Type: 1.75m/47.7kg/Slight/O+

Last Year: Displacement

Attributes: Awareness 7, Coordination 7, Fitness 7, Muscle 7, Cognition 7, Education 7 (Journalism), Personality 7, Resolve 8; CUF 4, OODA 5.

Skills: Archery Novice (3), Computing /Programming Professional (9), Driving Novice (3), Electronics Competent (6), Fieldcraft Competent (7), Hand-to-Hand Novice (2), Language – Native (English), Longarm Competent (4), Persuasion Professional (12), Sidearm Competent (4), Streetcraft Competent (5).

Wound Thresholds (head/torso/limbs): Slight 1/1/1, Moderate 4/8/8, Serious 8/16/12, Critical 12/24/16.

Fatigue Thresholds: Slight 4, Moderate 7, Serious 11, Critical 15.

Carrying Capacity: CL 17kg, ML 25kg, EL 50kg, DL 100kg.

Movement: Sprint 14m, Run 10m, Trot 8m, Walk 4m, Stagger 2m, Crawl 1m, Travel 5kph.

Nutritional Requirements: 1,400 calories per day

Starvation Threshold: 8

Rads: 10

SP: 8 of 8

Advantages: Fast Learner (2) = +5% chance of gaining a skill point from a learning experience; Beauty (2) = +1 bonus to social interaction with others with a sexual preference for females.

Disadvantages: Hyperarousal (1) = when ambushed or surprised, must make OODA check. Failure means 1st action is to ready fastest weapon or use the weapon currently readied and take a snap shot/strike at most obvious target without determining if target is an actual threat or not.

Materialistic (1) = Suffers psychological damage at standard TN when a piece of personal equipment is destroyed.

Equipment Dice: 1

Contacts: 3 x information (2 x regular, veteran); 1 x reinforcement (regular); 3 x service (green experienced, veteran); 2 x trade (experienced, green).

EQUIPMENT

Baseline (TOTAL WEIGHT: Regular = 50.0kg ; Experienced = 50.0kg)

Fatigues, mild weather (1.2kg)

1 x pair combat boots (2.0kg)

1 x undercover vest (2.3kg)

1 x holster (0.2kg)

1 x Field medical kit (1.9kg)

1 x Personal (licensed) radio (0.5kg)

1 x Gill net (1.5)

1 x Fishing kit (4.0)

1 x Multi-tool (0.3kg)

1 x Working knife (0.5)

1 x Glock 17 handgun (0.6kg)

4 x loaded, 17-round, 9mmPB magazines (1.3kg)

1 x SKS rifle (3.6kg)

100 x 7.62x39mm rounds (2.2)

1 x sling (0.2kg)

1 x 23kg Compound hunting bow (1.8)

40 x hunting arrows (4.0)

20 x target arrows (2.0)

3 x Smoke grenades (1.5)

Notes:

For the Regular version:

Plus an additional 18.4kg

For the Experienced version:

Plus an additional 18.4kg

ADDITIONAL HISTORY (EXPERIENCED)

Instead of losing her husband during the PRC nuclear strike, he was killed in a multi-vehicle accident during a trip to the city several years before the United States was attacked. Wendy remains convinced that he was specifically targeted in order to be silenced.

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Feeling that her safety was no longer guaranteed, Wendy collected a few key items, gathered the bug-out bag they had created in the event they needed to make a quick get-away and disappeared into the woods. Her plan was, and has remained, to fall back and rely on the lessons taught to her by her father.

Without a permanent address, Wendy became more brazen in her efforts and more aggressive when confronting those she felt were holding

some level of power. So much so that she lost any guise of objectivity. She found herself on the wrong side of the law and, before the Last Year, there was a warrant for her arrest. This was the wrong kind of attention for her. She has kept a low profile and went to ground, but has not lost her drive to uncover the true conspiracy.

WENDY SIMMONS, EXPERIENCED

Rank: None

Age: 35

Hair/Eye Color/Handedness: Brown/Green/Right-handed

Height/Weight/Build/Blood Type: 1.75m/47.7kg/Slight/O+

Last Year: Survivalist

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

Skills: Agriculture Competent (5), Animal Husbandry Competent (5), Archery Competent (4), Artisan (Gunsmithing) Competent (5), Computing /Programming Professional (9), Driving Novice (3), Electronics Competent (6), Fieldcraft Professional (8), Hand-to-Hand Novice (2), Language – Native (English), Longarm Professional (8), Mechanics Novice (3), Medicine Competent (5), Persuasion Professional (10), Sidearm Professional (8), Streetcraft Novice (3).

Wound Thresholds (head/torso/limbs): Slight 1/1/1, Moderate 4/8/8, Serious 8/16/12, Critical 12/24/16.

Fatigue Thresholds: Slight 4, Moderate 7, Serious 11, Critical 15.

Carrying Capacity: CL 17kg, ML 25kg, EL 50kg, DL 100kg.

Movement: Sprint 14m, Run 10m, Trot 8m, Walk 4m, Stagger 2m, Crawl 1m, Travel 5kph.

Nutritional Requirements: 1,400 calories per day

Starvation Threshold: 9

Rads: 4

SP: 6 of 6

Advantages: Fast Learner (2) = +5% chance of gaining a skill point from a learning experience; eauty (2) = +1 bonus to social interaction with others with a sexual preference for females.

Disadvantages: Hyperarousal (1) = when ambushed or surprised, must make OODA check. Failure means 1st action is to ready fastest weapon or use the weapon currently readied and take a snap shot/strike at most obvious target without determining if target is an actual threat or not.

Materialistic (1) = Suffers psychological damage at standard TN when a piece of personal equipment is destroyed.

Equipment Dice: 11

Contacts: 3 x information (2 x regular, veteran); 2 x reinforcement (2 x regular); 3 x service (green experienced, veteran); 2 x trade (experienced, green).

ROBERTO GONZALES

Synopsis: Roberto Gonzales is a very religious man who also strongly values family and responsibility. The middle of five children, he found ways to express himself in ways unique from his older and younger siblings. Wanting to help defend his nation and help protect and maintain his family, he joined the Army and has seen action in several theaters.

HISTORY

Roberto Gonzales was born the middle of five children in a deeply religious, Latin-American family in northern New Mexico. The Gonzales family immigrated several generations ago yet they remained very traditional, speaking Spanish in the home and practicing Roman Catholicism, all while being very proud of being Americans.

Being the middle child presented him with plenty of opportunities to be overshadowed or simply overlooked due to the attention drawn by his older and younger siblings. Roberto's expressive and creative outlet was to take up the acoustic guitar. Initially, his training was on more classical and folk work as well as more Latin American influenced music. However, as time went on, he discovered he had a strong appreciation for contemporary country music.

After high school, Roberto's sense of obligation and duty led him to enlist in the U.S. Army. After basic training, he was sent into the artillery branch, specifically into tube artillery, both towed and the self-propelled M109 Paladin system. Initially, he wasn't terribly excited to be selected for this new branch, but true to form, he embraced the new opportunity and found that he not only enjoyed this kind of work, but he was good at it as well! When he left for basic training he received a special gift from his mother, a medallion of Saint Sebastian, the patron saint of soldiers and athletes. This, along with the rosary from his Confirmation, is always with him, under every circumstance.

His first few years, he worked to excel at his craft, progressing up through the ranks. He participated in combat operations in Iraq, Afghanistan, and then in the American campaign into Mexico. During the Mexico campaign, he found himself eyed suspiciously whenever he would come across other units or military members who didn't know him.



A few events and rampant rumors of Hispanics either impersonating military members or being sympathizers within the ranks, created a tense and untrusting atmosphere for many Latinos, regardless of their allegiance.

EQUIPMENT

Baseline (TOTAL WEIGHT: Regular = 54.0kg; Experienced = 54.0kg)

- Fatigues, mild weather (1.2kg)
- 1 x pair desert boots (1.8kg)
- 1 x Tactical vest (3.8kg)
- 1 x Ballistic helmet (1.5)
- 1 x Holster (0.2kg)
- 1 x IFAK (0.6kg)
- 1 x Tactical radio (1.0kg)
- 1 x Multi-tool (0.3kg)
- 1 x Bayonet (0.5)
- 1 x M9 handgun (1.0kg)
 - 4 x loaded, 15-round, 9mmPB magazines (1.2kg)
- 1 x M4 rifle (2.5kg)
 - 8 x loaded, 30-round, 5.56x45mm magazines (4.8kg)
 - 1 x sling (0.2kg)
 - 1 x fore grip (0.1)
- 1 x Saint Sebastian medal on a chain around neck (--)
- 1 x Rosary (--)

Notes:

For the Regular version:

Plus an additional 33.3kg

For the Experienced version:

Plus an additional 33.3kg

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ROBERTO GONZALES, REGULAR

Rank: Specialist (enlisted rank 3)

Age: 26

Hair/Eye Color/Handedness: Brown/Brown/Right-handed

Height/Weight/Build/Blood Type: 1.76m/58.9kg/Normal/O+

Last Year: Twilight Warfare

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

Skills: Artillery /Guided Professional (8), Artisan (Guitar) Novice (3), Climbing Novice (2), Computing Competent (4), Driving Novice (2), Fieldcraft Competent (5), Gunnery /Guided Competent (4), Hand-to-Hand Competent (4), Hand Weapons Novice (2), Instruction Novice (2), Language – Native (English), Language – Native (Spanish), Medicine Novice (3), Longarm Competent (7), Sidearm Competent (5), Support Weapons Novice (1), Tactics Competent (4).

Wound Thresholds (head/torso/limbs): Slight 1/1/1, Moderate 5/9/9, Serious 9/18/14, Critical 14/27/18.

Fatigue Thresholds: Slight 4, Moderate 8, Serious 12, Critical 15.

Carrying Capacity: CL 19kg, ML 28kg, EL 54kg, DL 108kg.

Movement: Sprint 15m, Run 11m, Trot 8m, Walk 4m, Stagger 2m, Crawl 1m, Travel 6kph.

Nutritional Requirements: 1,800 calories per day

Starvation Threshold: 7

Rads: 57

SP: 8 of 8

Advantages: Fast Learner (4) = +10% chance of gaining a skill point from a learning experience.

Disadvantages: Can't swim (1) = all swimming-related skill checks handled as Unskilled, swim speed of 0. Judeo-Christian Code (3) = Suffers psychological damage with TN of -2 (or worse) when he violates his code, but all efforts to induce him to violate suffer a -5 penalty.

Equipment Dice: 3

Contacts: 1 x information (regular); 2 x reinforcement (experienced, veteran); 2 x service (green regular); 1 x trade (regular).

ADDITIONAL HISTORY (EXPERIENCED)

After two assignments in field artillery, Roberto's aptitude drew him the attention of those higher up his chain. The world was changing and those same leaders saw the massed numbers of the Russian and Chinese air forces for the threat they would become. With this new attention on potential enemy air threats, Specialist Gonzales was involuntarily cross-trained into the air defense artillery.

While he did train on the Patriot long range surface-to-air missile system, his area of expertise was in the short-range fight. Because of this, he

is well versed in the Stinger man-portable surface-to-air missile as well as the Avenger short-range air defense systems. In a unique turn of events, Roberto found himself detailed as an air defense asset to protect the very unit he had left when he cross-trained.

Eventually, the fighting and attrition on the ground grew to the level that the need for experienced artillery troops became more prevalent and Sergeant Gonzales was sent back into field artillery.

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ROBERTO GONZALES, EXPERIENCED

Rank: Sergeant (enlisted rank 4)

Age: 38

Hair/Eye Color/Handedness: Brown/Brown/Right-handed

Height/Weight/Build/Blood Type: 1.76m/58.9kg/Normal/O+

Last Year: Twilight Warfare

Attributes: Awareness 7, Coordination 7, Fitness 8, Muscle 9, Cognition 6, Education 6, Personality 6, Resolve 7; CUF 7, OODA 7.

Skills: Artillery /Guided Professional (15), Artisan (Guitar) Competent (4), Climbing Novice (2), Computing Competent (7), Driving /Tracked Competent (7), Electronics Novice (3), Fieldcraft Competent (6), Gunnery /Guided Professional (10), Hand-to-Hand Competent (4), Hand Weapons Competent (4), Instruction Competent (6), Mechanics Novice (3), Language – Native (English), Language – Native (Spanish), Medicine Competent (5), Longarm Professional (8), Sidearm Competent (7), Support Weapons /Guided Competent (7), Tactics Professional (11).

Wound Thresholds (head/torso/limbs): Slight 1/1/1, Moderate 5/9/9, Serious 9/18/14, Critical 14/27/18.

Fatigue Thresholds: Slight 4, Moderate 8, Serious 12, Critical 15.

Carrying Capacity: CL 19kg, ML 28kg, EL 54kg, DL 108kg.

Movement: Sprint 15m, Run 11m, Trot 8m, Walk 4m, Stagger 2m, Crawl 1m, Travel 6kph.

Nutritional Requirements: 1,800 calories per day

Starvation Threshold: 9

Rads: 80

SP: 6 of 6

Advantages: Fast Learner (4) = +10% chance of gaining a skill point from a learning experience.

Disadvantages: Can't swim (1) = all swimming-related skill checks handled as Unskilled, swim speed of 0.
Judeo-Christian Code (3) = Suffers psychological damage with TN of -2 (or worse) when he violates his code, but all efforts to induce him to violate suffer a -5 penalty.

Hard of Hearing (1) = -1 to all AWA checks regarding hearing

Equipment Dice: 3

Contacts: 1 x reinforcement (veteran); 2 x service (green regular).