Reset

TWILIGHT:2000

NAME	Harry "Hazmat" Matthews
NATIONALITY	UK
BRANCH	Military - Army
APPEARANCE	Stocky, shaved head.
MILITARY RANK	Sergeant
MORAL CODE	No sides any more, only survivors. Deal with people as they are.
BUDDY	-
BIG DREAM	F**k this, I'm going home. Krakow, then move on from there.

HOW YOU MET THE GROUP:

EXPERIENCE

CURRENT	TOTAL

ATTRIBUTES & SKILLS

	RATING	BASE DIE		RATING	BASE DIE		RATING	BASE DIE		RATING	BASE DIE
STRENGTH	B	d10	AGILITY	B	d10	INTELLIGENCE	C	d8	EMPATHY	C	d8
Heavy Weapons	B	d10	Driving	D	d6	Recon	C	d8	Command	F	
Close Combat	A	d12	Mobility	F		Survival	F		Persuasion	F	
Stamina	F		Ranged Combat	A	d12	Tech	D	d6	Medical Aid	F	

SPECIALTIES Scrounger (+1 Surv roll for scrounging) Killer (No negative from killing blow) Builder (+1 Stam for base building)

Redleg (+1 Hvy Weap for Mortar/Howitzer) Combat Engineer (+1 Tech/Recon for mines) Tanker (+1 Drive Tracked) Brawler (+1 Close Combat unarmed)

COMBAT

DAMAGE

STRESS

Hit Capacity	5
Stress Capacity	4
Coolness Under Fire	A
Unit Morale	F

CRITICAL INJURIES

DISEASES

ARMOR

		RATING
Head	Helmet	1
Arms		
Torso	Flak Jacket	1
Legs		

CONDITIONS

- Starving
- Dehydrated
- Sleep Deprived
- Hypothermic

RADIATION

TEMPORARY

PERMANENT

GEAR

Load Carrier ☐ EU cap 10 Combat Gear EU 3.75

COMBAT GEAR			
1	Reloads 5.56m x3	.75	
2	Flak Jacket	1	
3	Helmet	.5	
4	Personal Medkit	.25	
5		0	
6		0	
7		0	
8		0	
9		0	
10		0	
11		0	
12		0	

EU cap 10 Backpack EU 3.5

BACKPACK			
1	Food x4	1	
2	Water x5	2.5	
3	5 currency ammo	0	
4		0	
5		0	
6		0	
7		0	
8		0	
9		0	
10		0	
11	32l Fuel in tank	0	
12	26l Fuel cans in jeep	0	

TINY ITEMS

Vehicle - M151 Jeep - Rel 5, Com Spd 6/3w, Trav Spd 10/6, FArm 1, SArm 1, RArm 1, Fuel G, FCap 65, Fcons 2, Cargo 75

WEAPONS

	REL	ROF	DAMAGE	CRIT	BLAST	RANGE	MAG	ARMOR	WEIGHT	SPENT AMMO
L85A1	4	5	2	3	-	6	30	0	1	
Knife	5	-	2	3	-	-	-	+1	.25	
Unarmed	5	-	1	4	-	-	-	+3	-	