Reset

TWILIGHT:2000

NAME	NATIONALITY
Charles McKinney (39)	USA

BRANCH	APPEARANCE
Intelligence - Agent	Khakis, polo shirt, aviator shades. Neat & freshly pressed.

MILITARY RANK	MORAL CODE
-	Follow standing orders - regroup, help resist Soviet advance

BUDDY	BIG DREAM
Sniper - Model	Win the war, expand US influence

HOW YOU MET THE GROUP:

Placed in unit alongside sniper, met others later at final push.

EXPERIENCE	
CURRENT	TOTAL

ATTRIBUTES & SKILLS

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

SPECIALTIES Runner (+1 Mobility for running), Historian (Recon roll for area hstory), Intellligence (Recon roll for enemy stats)

Sidearms (+1 Ranged for pistols), Scout (+1 Recon for spotting), Psy Ops (+1 pesuade yo change mind), Scrounger (+1 Survival roll for scrounging)

COMBAT

DAMAGE ☐ ☐ ☐ ☐ ☐ ☐

STRESS ☐ ☐ ☐ ☐ ☐ ☐

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

CRITICAL INJURIES

DISEASES

ARMOR	RATING
Head	
Arms	
Torso	
Legs	

CONDITIONS	
Starving	☐
Dehydrated	☐
Sleep Deprived	☐
Hypothermic	☐

RADIATION

TEMPORARY ☐☐☐☐☐☐☐☐☐☐

PERMANENT ☒☒☒☐☐☐☐☐☐☐

GEAR

Load Carrier ☐ EU cap 10 Combat Gear EU 3 EU cap 10 Backpack EU 0

COMBAT GEAR			BACKPACK		
Glock 17	0			0	
1 Reload 9x19mm	.25			0	
Explosive (C4)	0			0	
Personal Medkit	.25			0	
Food	.25			0	
Water	1.5			0	

TINY ITEMS

Lockpick set, 3 Currency Ammo

WEAPONS

	REL	ROF	DAMAGE	CRIT	BLAST	RANGE	MAG	ARMOR	WEIGHT	SPENT AMMO
Glock 17	5	2	1	2	-	2	17	+1	.5	
C4					D				.25	