

Character Record Sheet

Player _____ Age _____ Initiative _____
 Character _____ Service Branch _____ Rank _____
 Nationality _____ Weight _____ Rads _____
 Gender _____ Throw Range _____ Load _____

Attributes and Skills

Strength _____
 Aircraft Mechanic _____
 Hunting Bow _____
 Heavy Weapons _____
 Melee Combat (Armed) _____
 Melee Combat (Unarmed) _____
 Mechanic _____
 Small Arms (Pistol) _____
 Small Arms (Rifle) _____
 Thrown Weapon _____

Education _____
 Biology _____
 Chemistry _____
 Computer _____
 Civil Engineer _____
 Geology _____
 Medical _____
 Meteorology _____
 Mining Engineer _____
 Metallurgy _____

Constitution _____
 Combat Engineer _____
 Horsemanship _____
 Motorcycle _____
 Mountaineering _____
 Parachute _____
 Scuba _____
 Swimming _____

Charisma _____
 Disguise _____
 Instruction _____
 Interrogation _____
 Language (_____) _____
 Language (_____) _____
 Language (_____) _____
 Language (_____) _____
 Language (_____) _____
 Language (_____) _____
 Language (_____) _____
 Leadership _____
 Persuasion _____

Agility _____
 Electronics _____
 Forgery _____
 Gunsmith _____
 Lockpick _____
 Machinist _____
 Pilot (Fixed Wing) _____
 Pilot (Rotary Wing) _____
 Small Boat _____
 Snow Skiing _____
 Stealth _____
 Tracked Vehicle _____
 Warhead _____
 Wheeled Vehicle _____

Intelligence _____
 Forward Observer _____
 Foraging _____
 Farming _____
 Fishing _____
 Navigation _____
 Observation _____
 Scrounging _____
 Tracking _____

Contacts

Base Hit Numbers

	Close (x2)	Medium (x1)	Long (x0.5)	Extreme (x0.25)
Small Arms (Pistol)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Small Arms (Rifle)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Hunting Bow	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Heavy Weapons	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Unarmed combat damage	<input type="checkbox"/>			

Equipment

Hit Capacity

☐
 (Head)
☐
 (Chest)
☐ ☐
 (R. arm) (L. arm)
☐
 (Abdomen)
☐ ☐
 (R. leg) (L. leg)

**TWILIGHT:
2000**