

Twilight: 2000 (4th ed.)

Life Path character creation worksheet

name

Starting age: 18, CUF: D.

Choose your nationality →

Roll 2D3 → That's the number of increases you can apply to your stats.

STR, AGL, INT and EMP all start at C.
In addition to the 2D3 above, you can get an additional stat increase by reducing one stat from a C to a D.
All skills start at untrained (F).

Childhood Roll 1D6 →

Pick a skill (at D) →

Roll 1D6 for speciality →

STRENGTH A B C D
Heavy Weapons A B C D
Close Combat A B C D
Stamina A B C D

AGILITY A B C D
Driving A B C D
Mobility A B C D
Ranged Combat A B C D

INTELLIGENCE A B C D
Recon A B C D
Survival A B C D
Tech A B C D

EMPATHY A B C D
Command A B C D
Persuasion A B C D
Medical Aid A B C D

specialities

Term 1 Career →

Requirements are met

Pick two skills to increase from the list and/or pick **Stamina, Mobility or Driving** ①

term 1 skill 1 term 1 skill 2

Make an unmodified skill roll for one of the two skills above. If you succeed, roll 1D6 for a speciality and get a promotion. In a military career also increase rank and CUF.

term 1 speciality term 1 rank

CUF Increase your age by 1D6 →

Term 2 Career →

Requirements are met

Pick two skills to increase from the list and/or pick **Stamina, Mobility or Driving** ①

term 2 skill 1 term 2 skill 2

Make an unmodified skill roll for one of the two skills above. If you succeed, roll 1D6 for a speciality and get a promotion. In a military career also increase rank and CUF.

term 2 speciality term 2 rank

CUF Increase your age by 1D6 →

Roll 1D8: on 1 decrease one stat →

Roll 1D8: on 1 go to At War Term

Term 3 Career →

Requirements are met

Pick two skills to increase from the list and/or pick **Stamina, Mobility or Driving** ①

term 3 skill 1 term 3 skill 2

Make an unmodified skill roll for one of the two skills above. If you succeed, roll 1D6 for a speciality and get a promotion. In a military career also increase rank and CUF.

term 3 speciality term 3 rank

CUF Increase your age by 1D6 →

Roll 1D8: on 1-2 decrease one stat →

Roll 1D8: on 1-2 go to At War Term

Term 4 Career →

Requirements are met

Pick two skills to increase from the list and/or pick **Stamina, Mobility or Driving** ①

term 4 skill 1 term 4 skill 2

Make an unmodified skill roll for one of the two skills above. If you succeed, roll 1D6 for a speciality and get a promotion. In a military career also increase rank and CUF.

term 4 speciality term 4 rank

CUF Increase your age by 1D6 →

Roll 1D8: on 1-3 decrease one stat →

Roll 1D8: on 1-3 go to At War Term

① In your first term of military service, one of your skill increases must be RANGED COMBAT, no matter what skills are listed.

Term 5

Career →

term 5 career

Requirements are met Pick two skills to increase from the list and/or pick
Stamina, Mobility or Driving ①

term 5 skill 1

term 5 skill 2

Make an unmodified skill roll for one of the two skills above. If you succeed, roll 1D6 for a speciality and get a promotion. In a military career also increase rank and CUF.

term 5 speciality

term 5 rank

CUF

Age

Increase your age by 1D6 →

Roll 1D8: on 1-4 decrease one stat →

stat

 Roll 1D8: on 1-4 go to At War Term**Term 8**

Career →

term 8 career

Requirements are met Pick two skills to increase from the list and/or pick
Stamina, Mobility or Driving ①

term 8 skill 1

term 8 skill 2

Make an unmodified skill roll for one of the two skills above. If you succeed, roll 1D6 for a speciality and get a promotion. In a military career also increase rank and CUF.

term 8 speciality

term 8 rank

CUF

Age

Increase your age by 1D6 →

Roll 1D8: on 1-7 decrease one stat →

stat

 Roll 1D8: on 1-7 go to At War Term**Term 6**

Career →

term 6 career

Requirements are met Pick two skills to increase from the list and/or pick
Stamina, Mobility or Driving ①

term 6 skill 1

term 6 skill 2

Make an unmodified skill roll for one of the two skills above. If you succeed, roll 1D6 for a speciality and get a promotion. In a military career also increase rank and CUF.

term 6 speciality

term 6 rank

CUF

Age

Increase your age by 1D6 →

Roll 1D8: on 1-5 decrease one stat →

stat

 Roll 1D8: on 1-5 go to At War Term**Term 9**

Career →

term 9 career

Requirements are met Pick two skills to increase from the list and/or pick
Stamina, Mobility or Driving ①

term 9 skill 1

term 9 skill 2

Make an unmodified skill roll for one of the two skills above. If you succeed, roll 1D6 for a speciality and get a promotion. In a military career also increase rank and CUF.

term 9 speciality

term 9 rank

CUF

Age

Increase your age by 1D6 →

Decrease one stat →

stat

 Go to At War Term**Term 7**

Career →

term 7 career

Requirements are met Pick two skills to increase from the list and/or pick
Stamina, Mobility or Driving ①

term 7 skill 1

term 7 skill 2

Make an unmodified skill roll for one of the two skills above. If you succeed, roll 1D6 for a speciality and get a promotion. In a military career also increase rank and CUF.

term 7 speciality

term 7 rank

CUF

Age

Increase your age by 1D6 →

Roll 1D8: on 1-6 decrease one stat →

stat

 Roll 1D8: on 1-6 go to At War Term**At War****DRAFTEE:** If your last term was as a civilian (except Intelligence) and you are NOT a local of the starting country then one of your two skills must be Ranged Combat unless you already have it at D or more. You also roll your speciality using Military and your gear using Combat Arms.

at war skill 1

at war skill 2

Pick any two skills to increase by one (you cannot increase one skill twice).

Roll 1D6 for a speciality on the table corresponding to your last term. Re-roll if you already had it.

You don't age during the at war term. Pick your gear according to your last term.

Determine your hit and stress capacities, chose moral code, big dream, buddy, how you met, your appearance and your name.

at war speciality

 1D6 rations of food 1D6 rations of water 1D6 permanent rads 1D6 currency (ammo)