

# **T2K LIFEPATH**

## CHARACTER CREATION

This is a fan creation for  
Free League's 4th Edition  
**Twilight: 2000 RPG**

NOT FOR SALE

## GETTING STARTED

To prepare for your character creation, get a piece of paper to be your worksheet, and make a box at the top about 1/3rd of the page. This will hold your personal info, but leave it blank for now, unless you already are sure about some of the details.

- First select your character's nationality: **American, local,** or **Soviet**. Write that in the box.

Below the box you will be making some rows, that will change as you go through the life path, so make sure you have space to add to it.

- Create a row for **Age**. Put down **18** as your starting age.
- Create a row for **Number of Terms**, and set it to **0**.
- Create a row for **CUF**. Put down **D** to start with.
- Create a row for **Rank**, but leave it blank for now

Create 4 rows, one for each attribute: **Strength, Agility, Wits** and **Empathy**. Put a **C** down for each one.

## ATTRIBUTES

**Roll 2d3** (or 2d6 divided by 2, rounding up) and that is the number of increases you can make to your attributes.

It costs 1 increase to advance an attribute one step. The attributes range from A (the best) to D (the worst for starting PCs.)

You can increase any attributes you want, and you can gain one additional increase by **decreasing one** attribute from C to D.

Keep in mind that some careers have minimum requirements, so be sure to look those up now if entering one of those careers is your goal, so you can make sure you have the required attributes for it.

# CHILDHOOD

**Roll a D6** on the table below to determine what your childhood was like. (If the Referee allows it, you may choose instead of rolling.)

Then **choose one skill** at level **D** from the available options below that childhood type.

	1	2	3	4	5	6
	STREET KID	SMALL TOWN	WORKING CLASS	INTELLECTUAL	MILITARY FAMILY	AFFLUENCE
	Close Combat	Driving	Close Combat	Tech	Stamina	Mobility
	Mobility	Ranged Combat	Stamina	Medical Aid	Mobility	Command
	Recon	Survival	Tech	Persuasion	Ranged Combat	Persuasion

Next roll a D6 to gain **one specialty** based on your childhood type on the following table. (or choose among the options, if the Referee allows it).

D6	STREET KID	SMALL TOWN	WORKING CLASS	INTELLECTUAL	MILITARY FAMILY	AFFLUENCE
1	Brawler	Biker	Brawler	Historian	Brawler	Boatman
2	Melee	Racer	Builder	Communications	Martial Artist	Rider
3	Runner	Sniper	Load Carrier	Computers	Ranger	Runner
4	Infiltrator	Farmer	Scrounger	Scientist	Mountaineer	Linguist
5	Scrounger	Hunter	Blacksmith	Linguist	Runner	Musician
6	Locksmith	Quartermaster	Mechanic	Musician	Rifleman	Trader

## CAREER TERMS

Choose a career for your first/next term, from the military and civilian options listed on the following pages.

Make sure you meet the requirements for entry. If this is a military career, note your starting rank.

1. **Increase two skills** one step each or one skill two steps, choosing among the skills listed for your career this term **OR** the generally available skills **STAMINA**, **MOBILITY**, and **DRIVING**.  
If you choose a skill you didn't have, it starts at level **D**.  
No skill can ever go above level **A**.
2. Make an **unmodified skill roll** for one of the skills you just increased in the last step. (You cannot push the roll.)  
If you fail, go directly to the next step.
  - If you succeed, you're doing well and receive a promotion - **roll a D6** to see which **specialty** from that career you learn (or choose, if the Referee allows it).
  - If you receive a **promotion** in a military career, also increase your military rank one step (page 15).
  - If you receive a promotion in a military or intelligence career, also bump your **CUF** one step, (to a max of **A**).
3. Age your character **D6 years**.  
Go directly to step 4 if this is your first term.  
If it is after your first term, roll a D8:
  - If the result is lower than the number of terms you have completed, you must reduce one attribute of your choice by one step, due to the effects of age. You cannot go below **D**. Then proceed to step 4.
4. **Roll a D8**. If the result is **lower than the number of terms** you have now completed, war breaks out. Go to At War. If not, go back to the top of this step and choose another career for your next term.

## AT WAR

Once World War III breaks out, everyone was trying hard to just stay safe and trying to survive. Advance your character age by the number of years the referee tells you is how long its been since the war started. (For instance in the classic timeline it was 3 years.)

If the PC's final term was a military career or a civilian intelligence career, then you may increase any **two skills** of your choice by one step each (you cannot increase one skill two steps). In addition, roll a **D6 on the Wartime Specialty Table below** for a final new specialty (or choose, if the Referee allows,) using the column corresponding to your most recent career term. Re-roll if you get a specialty you already have.

All other careers are subject to the draft.

## THE DRAFT

If your final term before war breaks out was spent as a **civilian** (except Intelligence careers), and **if your character is not a local** of the country where your game is set, your At War term will be spent as a draftee or volunteer in the military. In this case, one of the two skill increases for the At War term must be **RANGED COMBAT** - unless you already have a level of D or better in the skill - and you roll for your specialty (or choose) using the **Military column**. Also, in this case you get starting gear as if your final pre-war term had been Combat Arms (page 32) instead of your civilian career.

### At War Term Specialty

D6	MILITARY	BLUE COLLAR	WHITE COLLAR	ALL OTHERS
1	Brawler	Brawler	Scout	Racer
2	Ranger	Rider	Fisher	Hunter
3	NBC	Runner	Forager	Forager
4	Rifleman	Quartermaster	Scrounger	Quartermaster
5	Scrounger	Gunsmith	Frontline Leader	Scrounger
6	Improvised Munitions	Mechanic	Interrogator	Improvised Munitions

## FINISHING UP

1. Determine your **Hit Capacities** (Average STR and AGL, Rounding down)
2. Determine your **Stress Capacities** (Average INT and EMP, Rounding down).
3. Determine your unit morale. (Equal to the highest **Command** skill among the PCs.)
4. Write out your character's **Moral Code**.
5. Write out your character's **Big Dream**.
6. Choose a **buddy** from among the other PCs.
7. Decide with the other players **how your PCs met**.
8. Write out a short description of your PC's **appearance**.
9. **Choose a name**, and a nickname or callsign if you like.
10. **Pick your gear** from the choices given by your final career term before the At War term. Choose weapons as appropriate for your nationality.  
In addition, you get:
  - D6 rations of food
  - D6 rations of freshwater
  - D6 rounds of ammo to use as currency.
11. Pick **group gear** together and possibly a vehicle, as described on page 18.
12. **Roll a D6** to determine your starting **permanent rads** (page 80).

## CAREER OPTIONS

Each term where the PC doesn't have a mandated career, pick a career for which the PC meets the requirements.

### MILITARY SERVICE

Military service is divided into five broad careers or functional areas. Being very similar across military branches and nations, a single chart is used to represent these military careers.

**OFFICERS** must qualify for both the Officer career path and for the functional area in which they want to serve. They also get to choose which of the two columns to use for each career bonus.

**FIRST TERM:** In your first term of military service, one of your two skill increases must be **RANGED COMBAT**, no matter what skills are listed.

**NCOs:** At the rank of Corporal or above, you can always choose **COMMAND** as a skill increase.

### COMBAT ARMS

**Requirements:** STR or AGL B+

**Starting Rank:** Private

**Skill Options:** Close Combat, Heavy Weapons, Ranged Combat, Recon

**Starting Gear:**

- Assault rifle, LMG or ATRL
- D6 reloads
- Flak jacket and helmet
- Knife or D6 hand grenades
- Personal medkit
- Backpack



D6	SPECIALTY
1	Rifleman
2	Ranger
3	Tanker
4	Machinegunner
5	Launcher Crew
6	Combat Engineer

## COMBAT SUPPORT

**Requirements:** INT B+

**Starting Rank:** PFC

**Skill Options:** Recon, Survival, Tech

**Starting Gear:**

- Assault rifle
- D6 reloads
- Flak jacket and helmet
- Knife or D6 hand grenades
- Personal medkits
- MOPP suit or manpack radio
- Backpack

D6	SPECIALTY
1	Intelligence
2	Linguist
3	Communications
4	NBC
5	Psy Ops
6	Interrogator

## COMBAT SERVICE SUPPORT

**Requirements:** None

**Starting Rank:** PFC

**Skill Options:** Medical Aid, Tech

**Starting Gear:**

- Assault rifle
- D6 reloads
- Flak jacket and helmet
- Knife or D6 hand grenades

- Personal medkit
- Basic tools
- Vehicle tools or weapon tools or surgical instruments
- Backpack

D6	SPECIALTY
1	Mechanic
2	Gunsmith
3	Electrician
4	Computers
5	Combat Medic
6	Field Surgeon

## SPECIAL OPERATIONS

**Requirements:** STR and AGL B+, INT C+, at least one term in Combat Arms

**Starting Rank:** Staff Sergeant

**Skill Options:**

Close Combat, Ranged Combat, Recon, Survival

**Starting Gear:**

- Assault rifle or sniper rifle
- Any pistol or D6 hand grenades or rifle-mounted grenade launcher
- D6 reloads for each weapon
- Binoculars or night vision goggles
- Flak jacket and helmet
- Knife
- Personal medkit
- Backpack

D6	SPECIALTY
1	Paratrooper
2	Ranger
3	Infiltrator
4	Combat Awareness
5	Sniper
6	SERE Training

**OFFICER**

**Requirements:** INT B+, no D attribute, at least one term in Education, and the requirements for the functional area

**Starting Rank:** Lieutenant

**Skill Options:** Ranged Combat, Command, Persuasion

**Starting Gear:**

- Pistol or submachine gun
- D6 reloads
- Manpack radio or night vision goggles
- Flak jacket
- Knife or D6 hand grenades
- Personal medkit

D6	SPECIALTY
1	Sidearms
2	Intelligence
3	Tactician
4	Logistician
5	Frontline Leader
6	Quartermaster

## POLICE

The traditional role of the police as peacekeepers gradually slid into paramilitary support as the war brought civilization to its knees. Trained to protect and serve, they now often find themselves as combatants, or at least caught between combatants, all over the world.

### POLICE OFFICER

**Requirements:** No D attribute, no terms in prison

**Skill Options:** Close Combat, Ranged Combat

**Starting Gear:**

- Pistol
- D6 reloads
- Handcuffs
- Baton (club)
- Patrol car with half a tank of gasoline

D6	SPECIALTY
1	Sidearms
2	Melee
3	Runner
4	Racer
5	Biker
6	Scout

### DETECTIVE

**Requirements:** EMP B+, at least one term as Police Officer

**Skill Options:** Ranged Combat, Recon, Persuasion

**Starting Gear:**

- Pistol
- D6 reloads
- Lockpicks

D6	SPECIALTY
1	Infiltrator
2	Interrogator
3	Intelligence
4	Investigator
5	Locksmith
6	Linguist

## SWAT

### Requirements:

STR and AGL B+, at least one term as Police Officer

**Skill Options:** Close Combat, Ranged Combat, Recon

### Starting Gear:

- Assault rifle or submachinegun
- D6 reloads
- Night vision goggles
- Flack jacket and helmet
- Knife
- Personal medkit

D6	SPECIALTY
1	Martial Artist
2	Rifleman
3	Sniper
4	Combat Awareness
5	Infiltrator
6	Scout

## CRIME

A life of crime might not be an ideal career choice for many, but with the rapid decline of civilization, some see it as their only option – and others simply see it as a way to make fast cash, no matter who gets hurt in the process.

**PRISON:** After a term in a career of crime, if war does not break out, roll a D6 – on an odd result, you must spend the next term in prison.

### GANG MEMBER

**Requirements:** STR and AGL C+

**Skill Options:** Close Combat, Ranged Combat

**Starting Gear:**

- Any civilian firearm
- D6 reloads
- Knife

D6	SPECIALTY
1	Brawler
2	Melee
3	Killer
4	Martial Artist
5	Rifleman
6	Sidearms

### BURGLAR

**Requirements:** AGL and INT C+

**Skill Options:** Recon

**Starting Gear:**

- Pistol or revolver
- D6 reloads
- Lockpick set (TECH +2)

D6	SPECIALTY
1	Brawler
2	Sidearms

D6	SPECIALTY
3	Mountaineer
4	Infiltrator
5	Electrician
6	Locksmith

## HUSTLER

**Requirements:** INT and EMP C+

**Skill Options:** Recon, Persuasion

**Starting Gear:**

- Pistol or revolver
- D6 reloads

D6	SPECIALTY
1	Sidearms
2	Infiltrator
3	Scout
4	Interrogator
5	Psy Ops
6	Trader

## PRISONER

**Requirements:** None

**Skill Options:** Close Combat

**Starting Gear:**

- Any civilian firearm
- D6 reloads
- Knife

D6	SPECIALTY
1	Brawler
2	Melee
3	Killer
4	Ranger
5	SERE Training
6	Scrounger

## INTELLIGENCE

Intelligence agencies, such as the CIA and KGB, have their agents in the field gathering information, assassinating enemy leaders, stealing examples of new equipment, sowing discord among the population in enemy-occupied territory, and assisting partisan units in their struggle.

### AGENT

**Requirements:** INT B+, at least one term in Education

**Skill Options:** Ranged Combat, Recon, Persuasion

#### Starting Gear:

- Pistol
- D6 reloads
- Lockpick set
- Knife or explosives
- Personal medkit

D6	SPECIALTY
1	Intelligence
2	Locksmith
3	Investigator
4	Scout
5	Psy Ops
6	Sidearms

### ASSASSIN

**Requirements:** EMP C or D, AGL B+, one or more terms as an Agent

**Skill Options:** Close Combat, Ranged Combat

#### Starting Gear:

- Sniper rifle or submachinegun (suppressed)
- D6 reloads
- Radio or binoculars
- Knife or explosives
- Personal medkit



D6	SPECIALTY
1	Killer
2	Interrogator
3	Sniper
4	Martial Artist
5	Improvised Munitions
6	Infiltrator

## PARAMILITARY

**Requirements:** STR and AGL B+, one or more terms in the military

**Skill Options:** Heavy Weapons, Ranged Combat, Survival

**Starting Gear:**

- Assault rifle, LMG or ATRL
- D6 reloads
- Knife or D6 hand grenades
- Personal medkit

D6	SPECIALTY
1	Brawler
2	Rifleman
3	Machinegunner
4	Combat Engineer
5	Improvised Munitions
6	Tactician

## EDUCATION

Higher education is available in most parts of the world and is generally considered a direct path out of blue-collar jobs and into more lucrative (and less physically demanding) white-collar jobs.

### LIBERAL ARTS

**Requirements:** INT and EMP C+

**Skill Options:** Persuasion

**Starting Gear:**

- Any civilian firearm
- D3 reloads
- Dictionary in any language
- Bicycle

D6	SPECIALTY
1	Historian
2	Cook
3	Linguist
4	Musician
5	Psy Ops
6	Counselor

### SCIENCES

**Requirements:** INT B+

**Skill Options:** Tech

**Starting Gear:**

- Any civilian firearm
- D3 reloads
- Bicycle or 2WD car with half a tank of gasoline

D6	SPECIALTY
1	Chemist
2	Communication
3	Computers
4	Electrician
5	Scientist
6	Linguist

## WHITE COLLAR

A white-collar worker is a person who performs professional, desk, managerial, or administrative work. White-collar work may be performed in an office or other administrative setting.

### DOCTOR

**Requirements:** Two terms in Education (Sciences), EMP B+

**Skill Options:** Medical Aid, Persuasion

#### Starting Gear:

- Any civilian firearm
- D3 reloads
- D6 personal medkits
- Pain relievers
- Surgical instruments

D6	SPECIALTY
1	Linguist
2	Combat Medic
3	Counselor
4	Field Surgeon
5	General Practitioner
6	Veterinarian

### PROFESSOR

**Requirements:** Two terms in Education (Liberal Arts), INT B+

**Skill Options:** Persuasion

#### Starting Gear:

- Any civilian firearm
- D3 reloads
- 2WD car with half a tank of gasoline

D6	SPECIALTY
1	Historian
2	Chemist
3	Scientist
4	Linguist
5	Psy Ops
6	Teacher

## MANAGER

**Requirements:** One term in Education (any), EMP B+

**Skill Options:** Tech, Command, Persuasion

### Starting Gear:

- Any civilian firearm
- D3 reloads
- Pocket calculator
- 2WD car with half a tank of gasoline

D6	SPECIALTY
1	Quartermaster
2	Computers
3	Frontline Leader
4	Logistician
5	Teacher
6	Counselor

# BLUE COLLAR

The vast majority of the population of planet Earth belong to no formal organizations, military or otherwise. Often, they fall victim to the minority that does, but many are determined to take back control of what is left of the world so that the armies of the East and West never again amass such power.

That said, there is little left of civilization to save, and civilians often employ the military to achieve goals of survival and rebuilding. Such is the vicious world of life after World War III.

## DRIVER

**Requirements:** AGL B+

**Skill Options:** Tech

**Starting Gear:**

- Any civilian firearm
- D3 reloads
- Any civilian car or truck
- Vehicle tools

D6	SPECIALTY
1	Biker
2	Boatman
3	Navigator
4	Pilot
5	Racer
6	Tanker

## FARMER

**Requirements:** None

**Skill Options:** Survival

**Starting Gear:**

- Any civilian firearm
- D3 reloads
- Pickup truck

- Basic toolkit
- 2D6 rations of food

D6	SPECIALTY
1	Cook
2	Farmer
3	Fisher
4	Hunter
5	Forager
6	Rider

## MECHANIC

**Requirements:** None

**Skill Options:** Tech

**Starting Gear:**

- Any civilian firearm
- D3 reloads
- Pickup truck
- Basic tools
- Vehicle tools or weapon tools

D6	SPECIALTY
1	Blacksmith
2	Gunsmith
3	Locksmith
4	Mechanic
5	Scrounger
6	Improvised Munitions

## CONSTRUCTION

**Requirements:** STR B+

**Skill Options:** Close Combat, Tech

**Starting Gear:**

- Any civilian firearm
- D3 reloads
- Crowbar

- Pickup truck
- Basic tools

D6	SPECIALTY
1	Brawler
2	Builder
3	Load Carrier
4	Blacksmith
5	Electrician
6	Improvised Munitions

