## CHARACTER SHEET

## **AURORA**

CHARACTER DATA		CHARAGTER APPEARANGE	
NAME:		HAIR STYLE: S	
			EIGHT:
ORIGIN:			DRESS STYLE:
PLANET:		NOSE: 5	PECIAL FEATURES:
HISTORY AND PERSONALITY		EYEBROWS:	
HISTORY AND PERSONALITY		MOUTH:	
	)		
		ATTRIBUTES	
TR/1NING:		STR END SIZ	
PERSONALITY TRAITS:			
			 5,7 — ЭМ
SKILLS			
ΛΡΡRΛi5Ξ (05%)	OCCULTISM (05%)	ROMAN CAN CH	ENERGY POINTS
AURORA EFFECT (00%)*			
CHARM (15%)	WEAPONRY (20%)	MAX PA	млх
CLIMB (20%)			
Соммлид (10%)	PERSUASION (10%)		CURRENT
CRAFT (05%)			
Disguise (05%)			
DODGE (1/2 DEX)		CONDITIONS	ASSISTENT
DRiVE (20%)	PSYCHOLOGY (10%)	CONDITIONS	ASSISTENT
EXPLOSIVES (01%)		\	MAX CUR.
FAST TALK (05%)	ACQUISITION (01%)*		CHARGES
FIRST ΛΙĐ (30%)	🗌 RIDE (05%)		
☐ HACKING (01%)	SCANNING (01%)*		
□ HEAVY EQUIPMENT (15%)	SCIENCE (01%)		UPGRADES
HEAVY FIREARMS (10%)	SHORT     FIREARMS (20%)		
HISTORY (20%)	STEALTH (20%)		
	SURVIVAL (20%)	POWER POINTS	
SEARCHING (20%)	SWIM (20%)	CURRENT SPENT	
□ iNTiMi∂ATE (15%) _	TECHNOLOGY (10%)		
□ i_AW (05%) _	THROW (20%)		
i_OCKPICKING (01%)	TRACKING (10%)		
LONG FIREARMS (20%)			
□ MECHANICS (10%) _	WEAPONRY (20%)	SPEED	
□ MEDICINE (01%) _	UNARMED COMBAT (20%)	MOVEMENT	
□ NAVIGATION (10%) _		MINORACTION	
	[		1. Lowering the value thrown
□ □	[	MOVEMENT	on the dice - 1 for each "point"
□		ROUND (RUN)	2. Adding 20 points of initiative
□			when determining it - cost 5
*Special skill, available only to selected		D100 HIT LOC. SER. WOUND	<ol> <li>Obtaining a hint regarding the scenario - cost 10</li> </ol>
		1-20 HEAD	<ol> <li>Flipping the result on the dice (31 becomes 13 etc) - cost 10</li> </ol>
SUPERPOWERS			5. Re-roll any dice throw - cost 10

41-55

56-60

61-75

76-90

91-100

RIGHT ARM

CHEST

ABDOMEN

LEFT LEG

RIGHT LEG

POWER DESCRIPTION i EVEL COST .

REACTIONS:

- REACTIONS: Counterattack Parry Dodge Leap behind cover Maneuver Using a special ability

FACILITY UPGRADES		EQUIPMENT		MAJOR ACTION	MINOR ACTION
UPGRADE 	LEVEL	item	DESCRIPTION	Attack     Targeted attack (to a body part)     Casting an effect     Using superpowers     Drawing long and heavy weapons     Movement (speed *2)     Using a nobject     Using a skill     Conversation     Preparing to defend yourself     Interaction with the environment     Helping another character	Communication     Tactical movement (Speed /5)     Change of stance     Drawing melee, small arms     and explosive     Manjoulating an object     Looking around     Handing over equipment     Using superpowers     Reloading     A quick look around     Taking a drug
	N			Reloading     Targeting     Extinguishing yourself or someone els	Small task
UPGRADE	LEVEL			ТЕЛМ	
DESCRIPTION	N				
UPGRADE	LEVEL			Max quantity of items:	Max rarity of items:
DESCRIPTION	N	WEAPON			
UPGRADE	ievel	₩ΞΛΡΟΝ	SKILL DMG	л тяліть нр яля ам 	
DESCRIPTIO	Ν				
UPGRADE	LEVEL				
055CRIPTIO	N	WEAPON - the name of the w TRAITS - the characteristics of RELOAD - the reload time.   1 EX. RANGE - the range of the	MAG - the number of bullets the weap	se the weapon $\mid$ DMG - the damage of the weapon n $\mid$ RAR - the rarity of the weapon $\mid$ DMG TYPE - to nhas in the magazine $\mid$ RANGE - the range of the	A - the number of possible attacks he type of damage that the weapon inflicts weapon
UPGRADE	LEVEL	NOTES			
DESCRIPTION	Ν				
UPGRADE					
DESCRIPTION	N				
RULES OF THE ALLIANC	E				РЛ NA ТҮРЕ RAR
1. Protection of human li					
<ol> <li>Eradication of Intruders methods</li> <li>Increasing knowledge</li> </ol>					
of Aurora Alliance 4. Researching and archi					
dimensions and artifac 5. Securing dimensional e it does not fall into the	essence so that			ARMOR - the name of the armor   ERA - the h PA - physical armor   NA - non-physical armor RAR - rarity	istorical period from which the armor originated.   TYPE - type of armor (light, heavy etc.).