

CHARACTER SHEET

AURORA

CHARACTER DATA

NAME: _____
 AGE: _____ SPECIALIZATION: _____
 ORIGIN: _____
 PLANET: _____

HISTORY AND PERSONALITY

IMPORTANT ITEM: _____
 MOTIVATION: _____
 TRAINING: _____
 PERSONALITY TRAITS: _____
 ATTITUDE TO OTHERS: _____

SKILLS

- | | |
|--|--|
| <input type="checkbox"/> APPRAISE (05%) _____ | <input type="checkbox"/> OCCULTISM (05%) _____ |
| <input type="checkbox"/> AURORA EFFECT (00%)* _____ | <input type="checkbox"/> ONE-HANDED WEAPONRY (20%) _____ |
| <input type="checkbox"/> CHARM (15%) _____ | <input type="checkbox"/> PERCEPTION (25%) _____ |
| <input type="checkbox"/> CLIMB (20%) _____ | <input type="checkbox"/> PERSUASION (10%) _____ |
| <input type="checkbox"/> COMMAND (10%) _____ | <input type="checkbox"/> PICKPOCKET (10%) _____ |
| <input type="checkbox"/> CRAFT (05%) _____ | <input type="checkbox"/> PILOTING (01%) _____ |
| <input type="checkbox"/> DISGUISE (05%) _____ | <input type="checkbox"/> PSYCHOANALYSIS (01%) _____ |
| <input type="checkbox"/> DODGE (½ DEX) _____ | <input type="checkbox"/> PSYCHOLOGY (10%) _____ |
| <input type="checkbox"/> DRIVE (20%) _____ | <input type="checkbox"/> RESOURCE ACQUISITION (01%)* _____ |
| <input type="checkbox"/> EXPLOSIVES (01%) _____ | <input type="checkbox"/> RIDE (05%) _____ |
| <input type="checkbox"/> FAST TALK (05%) _____ | <input type="checkbox"/> SCANNING (01%)* _____ |
| <input type="checkbox"/> FIRST AID (30%) _____ | <input type="checkbox"/> SCIENCE (01%) _____ |
| <input type="checkbox"/> HACKING (01%) _____ | <input type="checkbox"/> SHORT FIREARMS (20%) _____ |
| <input type="checkbox"/> HEAVY EQUIPMENT (15%) _____ | <input type="checkbox"/> STEALTH (20%) _____ |
| <input type="checkbox"/> HEAVY FIREARMS (10%) _____ | <input type="checkbox"/> SURVIVAL (20%) _____ |
| <input type="checkbox"/> HISTORY (20%) _____ | <input type="checkbox"/> SWIM (20%) _____ |
| <input type="checkbox"/> INFORMATION SEARCHING (20%) _____ | <input type="checkbox"/> TECHNOLOGY (10%) _____ |
| <input type="checkbox"/> INTIMIDATE (15%) _____ | <input type="checkbox"/> THROW (20%) _____ |
| <input type="checkbox"/> LAW (05%) _____ | <input type="checkbox"/> TRACKING (10%) _____ |
| <input type="checkbox"/> LOCKPICKING (01%) _____ | <input type="checkbox"/> TWO-HANDED WEAPONRY (20%) _____ |
| <input type="checkbox"/> LONG FIREARMS (20%) _____ | <input type="checkbox"/> UNARMED COMBAT (20%) _____ |
| <input type="checkbox"/> MECHANICS (10%) _____ | <input type="checkbox"/> _____ |
| <input type="checkbox"/> MEDICINE (01%) _____ | <input type="checkbox"/> _____ |
| <input type="checkbox"/> NAVIGATION (10%) _____ | <input type="checkbox"/> _____ |
| <input type="checkbox"/> _____ | <input type="checkbox"/> _____ |
| <input type="checkbox"/> _____ | <input type="checkbox"/> _____ |
| <input type="checkbox"/> _____ | <input type="checkbox"/> _____ |
| <input type="checkbox"/> _____ | <input type="checkbox"/> _____ |
| <input type="checkbox"/> _____ | <input type="checkbox"/> _____ |
| <input type="checkbox"/> _____ | <input type="checkbox"/> _____ |
| <input type="checkbox"/> _____ | <input type="checkbox"/> _____ |

*Special skill, available only to selected specialties

CHARACTER APPEARANCE

HAIR STYLE: _____ SKIN COLOUR: _____
 HAIR COLOUR: _____ HEIGHT: _____
 EYES COLOUR: _____ DRESS STYLE: _____
 NOSE: _____ SPECIAL FEATURES: _____
 EYEBROWS: _____
 MOUTH: _____

ATTRIBUTES

STR	END	SIZ	INT	WP
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
DEX	APR	LCK	SP	DM
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

HP AND ARMOR

MAX PA
 CURR NA

ENERGY POINTS

MAX
 CURRENT

CONDITIONS

POWER POINTS

CURRENT SPENT

SPEED

MOVEMENT MINOR ACTION METERS
 MOVEMENT MAJOR ACTION METERS
 MOVEMENT ROUND (RUN) METERS

ASSISTANT

MAX CURR
 CHARGES
 UPGRADES

- Lowering the value thrown on the dice - 1 for each "point"
- Adding 20 points of initiative when determining it - cost 5
- Obtaining a hint regarding the scenario - cost 10
- Flipping the result on the dice (31 becomes 13 etc) - cost 10
- Re-roll any dice throw - cost 10

SUPERPOWERS

POWER	LEVEL	COST	DESCRIPTION
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____

D100 HIT LOC. SER WOUND

1-20	HEAD	<input type="checkbox"/>
21-40	LEFT ARM	<input type="checkbox"/>
41-55	RIGHT ARM	<input type="checkbox"/>
56-60	CHEST	<input type="checkbox"/>
61-75	ABDOMEN	<input type="checkbox"/>
76-90	LEFT LEG	<input type="checkbox"/>
91-100	RIGHT LEG	<input type="checkbox"/>

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

(DEX/30)

