CHARACTER SHEET



| 011121077222 | | | 01121 | N==2 422=424V0= | | |
|--|---------------------|----------------------------------|-----------|---------------------|------------------|---|
| CHARACTER DATA | | | CHARAC | CTER APPEARANCE | | |
| NAME: | | | HAIR S | TYLE: | SI | (IN COLOUR: |
| ΛGΞ: \$PΞGIΛĿΙΖΛΤΙΘΝ: | | | HAIR G | DLOUR: HEIGHT: | | EIGHT: |
| | | | | DLOUR: DRESS STYLE: | | |
| ORIGIN: | | | = 1 = 3 G | .O.LOCK: | DRESS \$1 YEE: | |
| PILANET: | | | NOSE: | | Si | PECIAL FEATURES: |
| | | | ≣Y≣BR | OW5: | | |
| HISTORY AND PERSONALITY | | | MOUT | i: | | |
| IMPORTANT ITEM: | | | _ | | | |
| MOTIVATION: | | | ATTRIBL | TES | | |
| TRAINING: | | | s | GNE ST | Siž | int wa |
| | | | | | | |
| PERSONALITY TRAITS: | | _ | EX APR | i.ck | | |
| ATTITUDE TO OTHERS: | | | _ | EX APR | T LCK | SP DM |
| | | | | | | |
| SKILLS | | | | | | |
| | | OCCULTISM (05%) | GNA SH | ARMOR | | ENERGY POINTS |
| ☐ AURORA EFFECT (00%)* | | ☐ ONE-HANDED | | | | |
| ☐ CHARM (15%) | | WEAPONRY (20%) | МАХ | PΛ | | MAX |
| ☐ CLIMB (20%) | | PERCEPTION (25%) | — | | | |
| ☐ COMMAND (10%) | | ☐ PERSUASION (10%) | | | | |
| ☐ CRAFT (05%) | | ☐ PICKPOCKET (10%) | CURR | NA | | CURRENT |
| ☐ DiSGUiSE (05%) | | PiLOTING (01%) | — | | | |
| ☐ DODGE (½ DEX) | | ☐ PSYCHOANALYSIS (01%) | | | | |
| ☐ DRiVE (20%) | | □ PSYCHOLOGY (10%) | ТіСИОЭ | ions | | ASSISTENT |
| ☐ EXPLOSIVES (01%) | | RESOURCE | | | | MAX GUR. |
| ☐ FAST TALK (05%) | | ACQUISITION (01%)* | | | | |
| ☐ FIRST AID (30%) | | ☐ RiDE (05%) | - | | | CHARGES |
| ☐ HACKING (01%) | | SCANNING (01%)* | | | | |
| ☐ HEAVY EQUIPMENT (15%) | | SCIENCE (01%) | | | | UPGRADES |
| ☐ HEAVY FIREARMS (10%) | | ☐ SHORT | | | | |
| ☐ HiSTORY (20%) | | FIREARMS (20%) | | | | |
| ☐ INFORMATION | | STEALTH (20%) | POWER | POINTS | | |
| SEARCHING (20%) | | SURVIVAL (20%) | — | | | |
| ☐ INTIMIDATE (15%) | | SWiM (20%) | —— CURR | ENT S | SPENT | |
| ☐ i_∧₩ (05%) | | ☐ TECHNOLOGY (10%) ☐ THROW (20%) | | | | |
| LOCKPICKING (01%) | | ☐ TRACKING (10%) | | | | |
| ☐ LONG FIREARMS (20%) | | ☐ TWO-HANDED | | • | _ | |
| ☐ MECHANICS (10%) | | WEAPONRY (20%) | SPEED | | | |
| ☐ MEDI€INE (01%) | 1 | ☐ UNARMED | моуем | ENT - | 7 | |
| ☐ NAVIGATION (10%) | \ \ | COMBAT (20%) | MINOR A | \CTION | METERS | |
| | 1 +++ 1 | | 1 14.00 | | METERS | |
| | \ \\ | <u>_</u> | MOVEM | | | Lowering the value thrown on the dice - 1 for each "point" |
| | / /// // | <u>_</u> | ROUND | (RUN) | METERS | Adding 20 points of initiative |
| | | | | | | when determining it - cost 5 |
| | | | D100 | HIT LOC. | SER. WOUND | Obtaining a hint regarding the |
| *Special skill, available only to select | ted specialties | | | | WOORD | scenario - cost 10 |
| SUPERPOWERS | | | 1-20 | GVEH | | Flipping the result on the dice (31 becomes 13 etc) – cost 10 |
| JOPERFO WERS | | | 21-40 | LEFT ARM | | 5. Re-roll any dice throw - cost 10 |
| POWER LEVEL | COST | DESCRIPTION | 41-55 | RIGHT ARM | | , |
| | | / | 56-60 | CHEST | | REACTIONS: |
| | | | 61-75 | VEWOCEV | | Counterattack |
| | | | 76-90 | LEFT LEG | +=- | Parry Dodge (DEX/30) |
| | - | <u> </u> | | | + | Leap behind cover Maneuver |
| | | | 91-100 | RIGHT LEG | 1 1 1 1 | Using a special ability |

| FACILITY UPGRADES | | EQUIPMENT | | MAJOR ACTION | MINOR ACTION |
|--|----------|---|---|---|---|
| UPGRADE ———————————————————————————————————— | LEVEL N | item | DESCRIPTION | Attack Targeted attack (to a body part) Casting an effect Using superpowers Drawing long and heavy weapons Movement (speed *2) Using an obiect | Communication Tactical movement (Speed /5) Change of stance Drawing melee, small arms and explosive Manipulating an object looking around |
| UPGRADE | LEVEL | | | Using an object Using a skill Conversation Preparing to defend yourself Interaction with the environment Helping another character Reloading Targeting | Looking around Handing over equipment Using superpowers Reloading A quick look around Taking a drug Small task |
| DESCRIPTIO | N | | | Extinguishing yourself or someone experience. | else |
| UPGRADE | i.EVEL | | | TEAM | |
| DESCRIPTIO | м | | | NAME: COMMANDER: RESOURCE ACQUISITION: | |
| UPGRADE | i.EVEL | | | Max quantity of items: | Max rarity of items: |
| DESCRIPTIO | N | WEAPON | | | |
| UPGRADE | i.eveil | WΞΛΡΟΝ | SKILL DMG | Λ TRAITS HP AAR C | EX. TECHNOR DAM GABLER SEYT DMG |
| DESCRIPTIO | и | | | | |
| UPGRADE | i.EVEL | | | | |
| DESCRIPTIO | N | WEAPON - the name of th TRAITS - the characteristic RELOAD - the reload time. EX. RANGE - the range of | MAG - the number of bullets the w | to use the weapon DMG - the damage of the weapo eapon RAR - the rarity of the weapon DMG TYPE reapon has in the magazine RANGE - the range of the | on A - the number of possible attacks - the type of damage that the weapon inflicts he weapon |
| UPGRADE | i.=V=i. | NOTES | | | |
| DESCRIPTIO | N | | | | |
| UPGRADE | i.EVEL | | | | |
| DESCRIPTIO | <u> </u> | | | | |
| | | | | ARMOR | |
| RULES OF THE ALLIANG | | | | Λ સ ΜΘ સ ≣ R Λ | PΛ ΝΛ ΤΥΡΞ RΛR |
| Protection of human I Eradication of Intruder methods | | | | | |
| Increasing knowledge of Aurora Alliance | | | | | |
| Researching and arch dimensions and artifact | | | 1111111 | | · — — — — |
| Securing dimensional it does not fall into the | | | <u> </u> | ARMOR - the name of the armor ERA - the PA - physical armor NA - non-physical arm RAR - rarity | e historical period from which the armor originated. or TYPE - type of armor (light, heavy etc.). |