

AURORA

The Cosmic Envoy



Real Name Shawn Paul
Player NPC

Hair Brown (Green)
Eyes Brown (White)

Height 178 cm (5' 10")
Weight 87 kg (192 lbs)

ATTRIBUTES

Agility	3	<div><div></div><div></div><div></div></div>
Brawn	3	<div><div></div><div></div><div></div><div></div></div>
Presence	7	<div><div></div><div></div><div></div><div></div><div></div><div></div><div></div></div>
Reason	3	<div><div></div><div></div><div></div></div>
Power Level	7	<div><div></div><div></div><div></div><div></div><div></div><div></div><div></div></div>
Endurance	9	

Brawn:
Normal Lift: 110 kg (heavy adult)
Max Lift: 240 kg (motorcycle)
Throw 25 kg: 5 m
Jump: 2 m

Power Level:
Max Effect: 56
Max Range: 3 km
Max Area: 18 m radius
Max Mass: 5,000 kg

SKILLS

Athletics
Diplomacy (+)
Hand-to-hand Combat
Medicine
Mental Combat
Perception
Public Speaking (+)
Ranged Combat

GIFTS

Fascinating
Linguist

EQUIPMENT

POWERS

Alteration Resistance

Constant, Self-only

Danger Sense

Free action, Self-only

Environmental Immunity

Constant, Self-only

Flight

Move action, Self-only, Fly: 130 m (780 m / 470 km/h)

Force Field

Quick action, Self-only

Healing

Standard action, Hand-to-hand, Alteration

Mental Resistance

Constant, Self-only

Personal Immunity

Constant, Self-only

Sense Auras

Standard action, Ranged, Mental

Super Endurance

Constant, Self-only

Telekinesis

Standard action, Ranged, Special

Telepathy

Standard action, Ranged, Mental

Teleportation

Move action, Self-only, Teleport: 13 km (47,000 km)

Ultra-power

Varies, Ranged, Area, Selective

MOTIVATIONS & COMPLICATIONS

Community: The character believes that the greatest measure of an individual is in their value to society.
Enlightenment: The character's true calling is education and enlightenment, both their own and others'.

Obligation: Aurora's powers come from the Mwari, and the Mwari can take those powers away if she strays from the mission of the Cosmic Envoys.

Weakness: Shawn Paul does not have access to Aurora's powers when she is not in control of their shared body.

MOVEMENT

	Base Move	All-out Move
Run	7 m	42 m (25 km/h)
Swim	3 m	18 m (11 km/h)
Jump	2 m	
Fly	130 m	780 m (470 km/h)
Teleport	13 km	47,000 km

Base Character Points 85 Unspent Experience 0
Total Experience Points 0 Spent Experience 0
Character Points Spent 85 Total Character Points 85

Attributes 56 + Skills 10 + Gifts 2 + Powers 17 = 85 / 85

ULTRA-POWER: COSMIC ENVOY

Blast

Standard action, Ranged, Area, Selective, Normal

Clairvoyance

Standard action, Ranged, Area, Selective

Density Control

Quick action, Ranged, Area, Selective, Mass 2,800 kg, Brawn +2, Damage Resistance

Area Healing

Standard action, Ranged, Area, Selective, Alteration

Intangibility

Quick action, Ranged, Area, Selective, Electromagnetic radiation

Space Travel

Move action, Ranged, Area, Selective

Super Flight

Move action, Ranged, Area, Selective

Super Teleportation

Move action, Ranged, Area, Selective

UNOPPOSED ROLLS

12 Moderately difficult	Perform a familiar task under hostile conditions, or an unfamiliar task under ordinary conditions
15 Remarkably difficult	Perform an unfamiliar task under hostile conditions
18 Extremely difficult	Perform an esoteric task under ordinary conditions
21 Inconceivable!	Perform an esoteric task under hostile conditions

OPPOSED ROLLS

8 + Skill (Attribute)	Hand-to-hand Combat (Brawn) Ranged Combat (Agility) Mental Combat (Presence) etc.
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ATTACK BONUSES AND PENALTIES

Circumstance	Modifier
Attacker is making an all-out move (sprinting)	Attack fails
Attacker can't perceive defender in ranged combat	Attack fails
Attacker can't perceive defender in hand-to-hand combat	-3
Attacker is attempting to disarm the defender	-3
Attacker is distracted or surprised	-3
Attacker is restrained	-3
Attacker is making a double move (running)	-3
Attacker is spreading an attack or using a sweep attack	-3
Attacker is using a two-handed weapon with one hand	-3
Target is beyond effective range of the weapon	-3
Underwater or zero-G combat	-3
Attacker is charging the defender	+3
Attacker spends an action aiming or preparing	+3

DEFENSE BONUSES AND PENALTIES

Circumstance	Modifier
Defender is distracted or surprised	-3
Defender is prone in hand-to-hand combat	-3
Defender is restrained	-3
Defender can't perceive attacker	-3
Defender has cover or is prone in ranged combat	+3
Defender is focusing exclusively on defense	+3
Defender is making a double or all-out move	+3

ACTIONS

On Your Turn	One move action One standard action As many quick actions as the GM deems reasonable
Any Time	As many free actions as the GM deems reasonable

PLOT POINTS

Extra Action	Spending a Plot Point allows the character to use an extra movement action or a standard action.
Extra Effort	Spending a Plot Point permits the player to re-roll the dice for the current task or gain a +3 bonus on the current roll or defense. The player may spend the Plot Point before or after the dice are rolled.
Improvisation	Spending a Plot Point permits the character to use a skill or power they do not have, as long as they can explain it.
Inspiration	Spending a Plot Point grants the character an intuitive leap: the player receives a hint from the GM on what to do next.
Rally	Spending a Plot Point allows the character to recover half their lost Endurance.
Retcon	Spending a Plot Point allows the player to change the past in a helpful way.
Surge	Spending a Plot Point increases one of the character's attributes by 1 for one round.

DAMAGE

Normal	Inflict 1 Endurance damage for every 2 the attack roll succeeds by (exact roll = 1, exact roll + 2 = 2, exact roll + 4 = 3).
Mental or Alteration	Inflict 1 level of effect for every 4 the attack roll succeeds by (exact roll = 1, exact roll + 4 = 2, exact roll + 8 = 3).

RECOVERY

Endurance	Recover half of lost Endurance by resting for about an hour. Recover all Endurance by getting a good night's sleep.
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