

# Aeon Wave Character Sheets

The following pages contain character sheets for each of the six character types in Aeon Wave. The end of this file contains three pages of stunt cards. To speed up character creation, you can print these stunt cards on paper, card-stock, or business cards and hand them out to your players during the game.

For more downloads or to buy a copy of the game, please visit <http://aeonwave.com>.

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# THE GUNSLINGER

BRINGING THE OLD WEST TO NEW TAINJIN, THE GUNSLINGER ACTS AS BODYGUARD, INVESTIGATOR, OR ROLE THAT DEALS IN LEAD. THE GUNSLINGER PREFERS PISTOLS TO RIFLES OR MACHINE GUNS.

NAME: \_\_\_\_\_

REFRESH:

3

PHYSICAL DESCRIPTION: \_\_\_\_\_

HIGH CONCEPT: THE \_\_\_\_\_ GUNSLINGER

Add an adjective such as Aggressive, Ambitious, Articulate, Beautiful, Bold, Calm, Careful, Careless, Clever, Confident, Dark, Defiant, Determined, Energetic, Gentle, Grouchy, Handsome, Inventive, Mischievous, Patient, Quiet, Rebellious, Reserved, Reverent, Serious, Thoughtful, Tireless, or Wild

TROUBLE: \_\_\_\_\_

Choose your own, use one of the following, or choose randomly:

- 1. Stim addict
- 2. Biofeedback-induced rage
- 3. Unstable biotech
- 4. Radiation poisoning
- 5. Sees ghosts in quantum space
- 6. Thinks everything is VR
- 7. Wanted by Northrunner Security
- 8. Former Red Sea employee

BACKGROUND: \_\_\_\_\_

Where have you been? Why are you the way you are? What was a previous job you were on? What was your character's key defining moment in life?

RELATIONSHIP (LEFT): \_\_\_\_\_

RELATIONSHIP (RIGHT): \_\_\_\_\_

Choose or roll randomly for a relationship with the PC on your left:

- 1. Former members of Northrunner security
- 2. Former employees of Red Sea R&D
- 3. Former contract killers for the Kurote assassination corporation
- 4. Hired contractors of Avalon Systems
- 5. Former contractors for White Lotus cybersecurity
- 6. Former members of the Highlight Straits street gang
- 7. Hired contractors of Xavier Biometrics
- 8. Anti-Megacorp Freedom Fighters

PHYSICAL STRESS



MENTAL STRESS



CONSEQUENCES

2 (MILD): \_\_\_\_\_

4 (MODERATE): \_\_\_\_\_

6 (SEVERE): \_\_\_\_\_

## SKILLS

During the game, choose one additional +3 skill, two +2 skills, and four +1 skills from the following: Burglary, Contacts, Crafts, Deceive, Drive, Empathy, Fight, Investigate, Lore, Physique, Provoke, Rapport, Resources, Stealth, Will

+4 SHOOT

+3 ATHLETICS / \_\_\_\_\_

+2 NOTICE / \_\_\_\_\_ / \_\_\_\_\_

+1 \_\_\_\_\_ / \_\_\_\_\_ / \_\_\_\_\_ / \_\_\_\_\_

## STUNTS (3)

In addition to the stunt below, choose one additional stunt from the stunt list and make up your own third stunt as you play.

**Gun Kata:** You have turned the chaos of the gunfight into an artform. Gain a +2 bonus when using the Shoot skill to attack when you are in a gunfight with two or more opponents. You may split shifts among these targets.

# THE INFILTRATOR

THE FREELANCE SPY, SABOTEUR, AND MASTER OF DISGUISE, THE INFILTRATOR USES A MIX OF PHYSICAL AND BIOMETRIC DECEPTION TO SNEAK INTO A TARGET LOCATION UNDETECTED.

NAME: \_\_\_\_\_

REFRESH:

3

PHYSICAL DESCRIPTION: \_\_\_\_\_

HIGH CONCEPT: THE \_\_\_\_\_ INFILTRATOR

Add an adjective such as Aggressive, Ambitious, Articulate, Beautiful, Bold, Calm, Careful, Careless, Clever, Confident, Dark, Defiant, Determined, Energetic, Gentle, Grouchy, Handsome, Inventive, Mischievous, Patient, Quiet, Rebellious, Reserved, Reverent, Serious, Thoughtful, Tireless, or Wild

TROUBLE: \_\_\_\_\_

Choose your own, use one of the following, or choose randomly:

- 1. Stim addict
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BACKGROUND: \_\_\_\_\_

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RELATIONSHIP (LEFT): \_\_\_\_\_

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- 6. Former members of the Highlight Straits street gang
- 7. Hired contractors of Xavier Biometrics
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PHYSICAL STRESS

1 2 3 4

MENTAL STRESS

1 2 3 4

CONSEQUENCES

- 2 (MILD): \_\_\_\_\_
- 4 (MODERATE): \_\_\_\_\_
- 6 (SEVERE): \_\_\_\_\_

## SKILLS

During the game, choose one additional +3 skill, two +2 skills, and four +1 skills from the following: Athletics, Contacts, Crafts, Drive, Fight, Investigate, Lore, Notice, Physique, Provoke, Rapport, Resources, Shoot, Stealth, Will

+4 DECEIVE

+3 BURGLARY / \_\_\_\_\_

+2 EMPATHY / \_\_\_\_\_ / \_\_\_\_\_

+1 \_\_\_\_\_ / \_\_\_\_\_ / \_\_\_\_\_ / \_\_\_\_\_

## STUNTS (3)

In addition to the stunt below, choose one additional stunt from the stunt list and make up your own third stunt as you play.

**Doppelganger:** You can roll an Empathy check against a target's opposed Will check or as an Overcome action against a +0 (Mediocre) difficulty if they are unconscious or willing. On a success, you gain the aspect "Biometric mimic of target". You look like and have the biometric signature of the target as long as you choose to keep this aspect. You gain one free invocation and can use Fate points to invoke it as long as it is active.

# THE LONGSHOT

AN AEONTECH-ENHANCED HUNTER AND SNIPER, THE LONGSHOT SEES ALL AND NEVER MISSES. OFTEN BROUGHT ONTO A TEAM FOR LONG-RANGE SURVEILLANCE AND SUPPORT WHEN THE JOB GOES SOUTH.

NAME: \_\_\_\_\_

REFRESH: \_\_\_\_\_

3

PHYSICAL DESCRIPTION: \_\_\_\_\_

HIGH CONCEPT: THE \_\_\_\_\_ LONGSHOT

Add an adjective such as Aggressive, Ambitious, Articulate, Beautiful, Bold, Calm, Careful, Careless, Clever, Confident, Dark, Defiant, Determined, Energetic, Gentle, Grouchy, Handsome, Inventive, Mischievous, Patient, Quiet, Rebellious, Reserved, Reverent, Serious, Thoughtful, Tireless, or Wild

TROUBLE: \_\_\_\_\_

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- |                             |                                   |
|-----------------------------|-----------------------------------|
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Where have you been? Why are you the way you are? What was a previous job you were on? What was your character's key defining moment in life?

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Choose or roll randomly for a relationship with the PC on your left:

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|---|--|
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PHYSICAL STRESS



MENTAL STRESS



CONSEQUENCES

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## SKILLS

During the game, choose one additional +3 skill, two +2 skills, and four +1 skills from the following: Athletics, Burglary, Contacts, Crafts, Deceive, Drive, Empathy, Fight, Investigate, Lore, Physique, Provoke, Rapport, Resources, Will

+4 SHOOT

+3 NOTICE / \_\_\_\_\_

+2 STEALTH / \_\_\_\_\_ / \_\_\_\_\_

+1 \_\_\_\_\_ / \_\_\_\_\_ / \_\_\_\_\_ / \_\_\_\_\_

## STUNTS (3)

In addition to the stunt below, choose one additional stunt from the stunt list and make up your own third stunt as you play.

**Invisible Kill:** If you kill a target from outside the zone after creating a Stealth advantage, you can choose to make that kill invisible to the target's allies as long as it was the first shot fired with a silenced weapon.

# THE NETRUNNER

THE HACKERS OF THE NEW INTERNET, THE NETRUNNERS DANCE BETWEEN THE VAST FIREWALLS OF THE MEGACORPS, HUNTING FOR THE MOST PRIZED DATA IN THE SOLAR SYSTEM: THE DECODED AEON WAVE.

NAME: \_\_\_\_\_

REFRESH: \_\_\_\_\_

3

PHYSICAL DESCRIPTION: \_\_\_\_\_  
\_\_\_\_\_

HIGH CONCEPT: THE \_\_\_\_\_ NETRUNNER

Add an adjective such as Aggressive, Ambitious, Articulate, Beautiful, Bold, Calm, Careful, Careless, Clever, Confident, Dark, Defiant, Determined, Energetic, Gentle, Grouchy, Handsome, Inventive, Mischievous, Patient, Quiet, Rebellious, Reserved, Reverent, Serious, Thoughtful, Tireless, or Wild

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BACKGROUND: \_\_\_\_\_  
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|---|--|
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PHYSICAL STRESS



MENTAL STRESS



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+4 INVESTIGATE

+3 DECEIVE / \_\_\_\_\_

+2 WILL / \_\_\_\_\_ / \_\_\_\_\_

+1 \_\_\_\_\_ / \_\_\_\_\_ / \_\_\_\_\_ / \_\_\_\_\_

## STUNTS (3)

In addition to the stunt below, choose one additional stunt from the stunt list and make up your own third stunt as you play.

**Biofeedback:** You can use the Will skill as an attack action against any target that has Aeontech and is actively connecting to the net. A successful attack causes mental stress.

# THE SHADOWDANCER

COVERED IN ACTIVE CAMOUFLAGE SKINSUITS AND WIELDING A DEADLY MONOMOLECULAR KATANA, THE SHADOWDANCER IS THE ULTIMATE ASSASSIN FOR HIRE. SHADOWDANCERS LIKE TO FIGHT CLOSE.

NAME: \_\_\_\_\_

REFRESH: \_\_\_\_\_

3

PHYSICAL DESCRIPTION: \_\_\_\_\_

HIGH CONCEPT: THE \_\_\_\_\_ SHADOWDANCER

Add an adjective such as Aggressive, Ambitious, Articulate, Beautiful, Bold, Calm, Careful, Careless, Clever, Confident, Dark, Defiant, Determined, Energetic, Gentle, Grouchy, Handsome, Inventive, Mischievous, Patient, Quiet, Rebellious, Reserved, Reverent, Serious, Thoughtful, Tireless, or Wild

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PHYSICAL STRESS



MENTAL STRESS



CONSEQUENCES

2 (MILD): \_\_\_\_\_

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+ 4 STEALTH

+ 3 FIGHT / \_\_\_\_\_

+ 2 PHYSIQUE / \_\_\_\_\_ / \_\_\_\_\_

+ 1 \_\_\_\_\_ / \_\_\_\_\_ / \_\_\_\_\_ / \_\_\_\_\_

## STUNTS (3)

In addition to the stunt below, choose one additional stunt from the stunt list and make up your own third stunt as you play.

**Fading Assassination:** Your nanofiber active camouflage sets you up for the perfect strike with your monomolecular blade. You can use the Stealth skill as an attack action against a target that is not currently in combat or prepared for your attack.

# THE WIREJACK

THE WALKING BRIDGE BETWEEN THE PHYSICAL AND VIRTUAL WORLDS, WIREJACKS NEVER FOUND A CIRCUIT THEY COULDN'T HACK, MOD, BYPASS, OR BLOW UP.

NAME: \_\_\_\_\_

REFRESH:

3

PHYSICAL DESCRIPTION: \_\_\_\_\_  
\_\_\_\_\_

HIGH CONCEPT: THE \_\_\_\_\_ WIREJACK

Add an adjective such as Aggressive, Ambitious, Articulate, Beautiful, Bold, Calm, Careful, Careless, Clever, Confident, Dark, Defiant, Determined, Energetic, Gentle, Grouchy, Handsome, Inventive, Mischievous, Patient, Quiet, Rebellious, Reserved, Reverent, Serious, Thoughtful, Tireless, or Wild

TROUBLE: \_\_\_\_\_

Choose your own, use one of the following, or choose randomly:

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| 3. Unstable biotech         | 7. Wanted by Northrunner Security |
| 4. Radiation poisoning      | 8. Former Red Sea employee        |

BACKGROUND: \_\_\_\_\_  
\_\_\_\_\_

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What was your character's key defining moment in life?

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RELATIONSHIP (RIGHT): \_\_\_\_\_

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PHYSICAL STRESS



MENTAL STRESS



CONSEQUENCES

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## SKILLS

During the game, choose one additional +3 skill, two +2 skills, and four +1 skills from the following: Athletics, Contacts, Deceive, Drive, Empathy, Fight, Investigate, Lore, Notice, Physique, Provoke, Rapport, Shoot, Stealth, Will

+ 4 CRAFTS

+ 3 BURGLARY / \_\_\_\_\_

+ 2 RESOURCES / \_\_\_\_\_ / \_\_\_\_\_

+ 1 \_\_\_\_\_ / \_\_\_\_\_ / \_\_\_\_\_ / \_\_\_\_\_

## STUNTS (3)

In addition to the stunt below, choose one additional stunt from the stunt list and make up your own third stunt as you play.

**Improvised Explosive:** You can turn nearly any high-powered electronic device into a bomb. You can create an explosive device aspect on any high-powered electronic component to which you've had access. When you invoke this aspect, you can use your Crafts skill as an attack action against an enemy near the device when you set it off.

**Augmented Targeting:** Tapping into the power of Aeontech augmented reality, you can fire at targets through non-armored walls. You can use your Notice skill instead of your Shoot skill when making an attack action using a firearm and shooting through a wall or other obstacle that your gun can penetrate. You can only see targets that have embedded Aeontech this way.

**Biotech Targeting Hack:** By hacking into someone's Aeontech, you can override their targeting computers to misdirect their shots—sometimes hitting one of their allies instead of you. You can use your Will skill to defend against opponents with Aeontech-enhanced firearms. If your defense succeeds with style, you can spend a fate point to redirect the attack to another target rather than taking a boost.

**Bullet Defense:** Targeting systems and reflex amplifiers in your Aeontech let you shoot bullets out of the air. You may use Shoot as a defense action when shot at by a single shot kinetic weapon from an opponent you have already seen.

**Corporate Bullshitspeak:** You gain a +2 bonus to Rapport on overcome actions when talking to a megacorp employee. This doesn't work against security consultants; they're wise to your bullshit.

**Electronic Security Hack:** You rewire a nearby security system to do your bidding. You gain +2 to Deceive when creating an advantage involving a security system to which you have direct physical access.

**Biofeedback:** You send a pulse of electricity through someone else's delicate Aeontech implants. You can use the Will skill as an attack action against any target that has Aeontech and is actively connected to the net. A successful attack causes mental stress.

**Breech:** Your reinforced muscular and skeletal system makes you a perfect tool for kicking in doors. You gain a +2 bonus to Physique on overcome actions when smashing down physical barriers.

**Bullet Time:** Your nano-enhanced cortex gives you greatly enhanced reactions when being shot at. You can use Notice instead of Athletics as a defend action against ranged kinetic weapons.

**Doppelganger:** You possess implants that let you mimic the biometrics and appearance of another person. You gain +2 to Empathy to create an advantage that makes you appear like a particular person, both physically and digitally.

**Embedded Holdout Weapon:** Your wit and charm brings you close to your target before an embedded weapon in your Aeontech-enhanced body springs forth for a sudden strike. You may use Rapport instead of Shoot or Fight when using an attack action on an opponent who doesn't yet see you as a threat.

**Enhanced Augmented Reality:** Your Aeontech-enhanced vision illuminates all of the Aeontech within the zone. You gain a +2 to the Notice skill when creating an advantage to identify and locate all Aeontech within the zone.

**Fading Assassination:** Your nanofiber active camouflage sets you up for the perfect strike with your monomolecular blade. You can use the Stealth skill as an attack action against a target that isn't currently in combat or prepared for your attack.

**Gun Kata:** You've turned the chaos of the gunfight into an art form. Gain a +2 bonus when using the Shoot skill to attack when you are in a gunfight with two or more opponents. You may split shifts among these targets.

**Holographic Projector:** Invisible lenses project your image nearby. You can use Deceive instead of Athletics as a defend action against ranged attacks as long as the attacker hasn't seen you using the holographic projector before.

**Improvised Explosive:** You can turn nearly any high-powered electronic device into a bomb. You can create an Explosive Device aspect on any high-powered electronic component you've had access to. When you invoke this aspect, you can use your Crafts skill as an attack action against an enemy near the device when you set it off.

**Intimidating Shot:** Your enhanced targeting and steely gaze let you show your intent rather than simply tell it. You can use Shoot instead of Provoke when using the overcome action while engaged in a hostile conversation. Doing so, however, often gets a lot of attention.

**Invisible Kill:** If you kill a target from outside the zone after creating a Stealth advantage, you can choose to make that kill invisible to the target's allies as long as it was the first shot fired with a silenced weapon.

**Master Duelist:** You love the challenge of a swordfight. You gain a +2 to the Fight skill on attack actions when you are using an edged weapon and facing an opponent who is using a blade or edged weapon against you.

**Phonetic Virus:** You can use Provoke as an attack action against a target who has neuro-connected Aeontech. Doing so causes physical stress.

**Reckless Weapon Mod:** You quickly modify the electronics of a weapon, overcharging it at a price. You gain a +2 to use Crafts when creating an advantage to modify weaponry. If the weapon's owner's unmodified Shoot roll is below 0, the weapon is destroyed unless the owner spends a fate point.

**Remote Security Hack:** Your bioconnected Aeontech lets you hack security systems remotely. When using Deceive or Burglary as an overcome action to bypass a biometrics security system, you can do so without being near the security system itself.

**Sly Flourish:** You approach with the smile of an old friend, your blade slipping into your hand. You can use the Deceive skill instead of the Fight skill on an attack action when using a melee weapon on a target that has not yet drawn a weapon.

**Sub-dermal Blade:** Hidden blades under your skin provide a nasty surprise. You gain a +2 to the Fight skill when performing an attack action against a close target who hasn't yet seen you use the sub-dermal blade.

**Unleash Quantum Aeontech Mysteries:** Your knowledge of the mysteries of Aeontech lets you open up an opponent to the dark mysteries of quantum mechanics. You can use Lore to perform an attack action against an opponent who is biologically connected to Aeontech. Doing so causes mental stress.