

ABERRANT

INITIATIVE

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MOVEMENT

--	--	--	--

Walk Run Sprint _____

SOAK

--	--

Bashing Lethal

MERITS & FLAWS

Merit	Type	Cost	Flaw	Type	Cost
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____

QUANTUM POWERS

Power	Rating	Extra	Level
_____	00000	_____	_____
_____	00000	_____	_____
_____	00000	_____	_____
_____	00000	_____	_____
_____	00000	_____	_____
_____	00000	_____	_____
_____	00000	_____	_____
_____	00000	_____	_____
_____	00000	_____	_____

MEGA-ENHANCEMENTS

Attribute	Enhancement	Attribute	Enhancement
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____

COMBAT

Weapon/Attack	ACC	DMG	ROF	FT
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____

Armor	B	L	Bulk	FT	Armor	B	L	Bulk	FT
_____	____/____	_____	_____	_____	_____	____/____	_____	_____	_____
_____	____/____	_____	_____	_____	_____	____/____	_____	_____	_____

ABERRANT

EXPANDED BACKGROUNDS

ALLIES

ATTUNEMENT

BACKING

CONTACTS

OTHER(_____))

FOLLOWERS

INFLUENCE

MENTOR

RESOURCES

OTHER(_____))

POSSESSIONS

GEAR (CARRIED)

LANGUAGES

EQUIPMENT (OWNED)

VEHICLES

RESIDENCE/HIDEOUT/HEADQUARTERS

LOCATION

DESCRIPTION
