

ABERRANT

Birth Name:
Nova Name:
Player:

Concept:
Nature:
Allegiance:

Eruption:
Type:
Series:

ATTRIBUTES & ABILITIES

PHYSICAL

STRENGTH ●○○○○
Brawl_____○○○○○
Might_____○○○○○
_____○○○○○

DEXTERITY ●○○○○
Athletics_____○○○○○
Drive_____○○○○○
Firearms_____○○○○○
Legerdemain_____○○○○○
Martial Arts_____○○○○○
Melee_____○○○○○
Pilot_____○○○○○
Stealth_____○○○○○
_____○○○○○
_____○○○○○

STAMINA ●○○○○
Endurance_____●●●○○
Resistance_____●●●○○
_____○○○○○
_____○○○○○

MENTAL

PERCEPTION ●○○○○
Awareness_____○○○○○
Investigation_____○○○○○
_____○○○○○

INTELLIGENCE ●○○○○
Academics_____○○○○○
Bureaucracy_____○○○○○
Computer_____○○○○○
Engineering_____○○○○○
Intrusion_____○○○○○
Linguistics_____○○○○○
Medicine_____○○○○○
Science_____○○○○○
Survival_____○○○○○
_____○○○○○

WITS ●○○○○
Arts_____○○○○○
Biz_____○○○○○
Rapport_____○○○○○
_____○○○○○

SOCIAL

APPEARANCE ●○○○○
Intimidation_____○○○○○
Style_____○○○○○
_____○○○○○

MANIPULATION ●○○○○
Interrogation_____○○○○○
Streetwise_____○○○○○
Subterfuge_____○○○○○
_____○○○○○
_____○○○○○
_____○○○○○

CHARISMA ●○○○○
Command_____○○○○○
Etiquette_____○○○○○
Perform_____○○○○○
_____○○○○○
_____○○○○○
_____○○○○○

OTHER TRAITS

BACKGROUNDS

_____○○○○○
_____○○○○○
_____○○○○○
_____○○○○○
_____○○○○○

WILLPOWER

●●●○○○○○○○○○
□□□□□□□□□□

TAINT

○○○○○○○○○○○○○
□□□□□□□□□□

QUANTUM

●○○○○○○○○○○○

INITIATIVE

COMBAT

ATTACK

	ACC	DMG	ROF	FT
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____

ARMOR

	B	L	Bulk	FT
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____

HEALTH

Bruised	-0	<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"/>
Incapacitated	_____	<input type="checkbox"/>
Dead	_____	<input type="checkbox"/>

(Write in Health Levels as Needed)

MOVEMENT

Walk	Run	Sprint	
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SOAK

Bashing	Lethal
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Character Creation Phase1: Attributes: Primary(7), Secondary(5), Tertiary(3) Abilities: 23 Backgrounds: 7 Spend 15 Bonus Points Phase2: Spend 30 Nova Points Bonus Points(cost per dot): Attribute(5) Ability(2) Specialty(1) Backgrounds(1) Willpower(2) Quantum(7)

Nova Points(cost per dot): Mega-Attribute(3) Enhancement(3) Quantum(5) Quantum Power Level 1(1) Quantum Power Level 2(3) Quantum Power Level 3(5) Quantum Pool(1/2) 3 Attribute Dots(1) 6 Ability Dots(1) 5 Background Dots(1) Willpower Dot(1)

