

# ABERRANT

Birth Name:  
Nova Name:  
Player:

Concept:  
Nature:  
Allegiance:

Eruption:  
Type:  
Series:

## ATTRIBUTES & ABILITIES

### PHYSICAL

**STRENGTH** ●0000  
MEGA-STRENGTH 00000  
Brawl \_\_\_\_\_ 00000  
Might \_\_\_\_\_ 00000  
\_\_\_\_\_ 00000

**DEXTERITY** ●0000  
MEGA-DEXTERITY 00000  
Athletics \_\_\_\_\_ 00000  
Drive \_\_\_\_\_ 00000  
Firearms \_\_\_\_\_ 00000  
Legerdemain \_\_\_\_\_ 00000  
Martial Arts \_\_\_\_\_ 00000  
Melee \_\_\_\_\_ 00000  
Pilot \_\_\_\_\_ 00000  
Stealth \_\_\_\_\_ 00000  
\_\_\_\_\_ 00000  
\_\_\_\_\_ 00000

**STAMINA** ●0000  
MEGA-STAMINA 00000  
Endurance \_\_\_\_\_ ●●●000  
Resistance \_\_\_\_\_ ●●●000  
\_\_\_\_\_ 00000  
\_\_\_\_\_ 00000

### MENTAL

**PERCEPTION** ●0000  
MEGA-PERCEPTION 00000  
Awareness \_\_\_\_\_ 00000  
Investigation \_\_\_\_\_ 00000  
\_\_\_\_\_ 00000

**INTELLIGENCE** ●0000  
MEGA-INTELLIGENCE 00000  
Academics \_\_\_\_\_ 00000  
Bureaucracy \_\_\_\_\_ 00000  
Computer \_\_\_\_\_ 00000  
Engineering \_\_\_\_\_ 00000  
Intrusion \_\_\_\_\_ 00000  
Linguistics \_\_\_\_\_ 00000  
Medicine \_\_\_\_\_ 00000  
Science \_\_\_\_\_ 00000  
Survival \_\_\_\_\_ 00000  
\_\_\_\_\_ 00000

**WITS** ●0000  
MEGA-WITS 00000  
Arts \_\_\_\_\_ 00000  
Biz \_\_\_\_\_ 00000  
Rapport \_\_\_\_\_ 00000  
\_\_\_\_\_ 00000

### SOCIAL

**APPEARANCE** ●0000  
MEGA-APPEARANCE 00000  
Intimidation \_\_\_\_\_ 00000  
Style \_\_\_\_\_ 00000  
\_\_\_\_\_ 00000

**MANIPULATION** ●0000  
MEGA-MANIPULATION 00000  
Interrogation \_\_\_\_\_ 00000  
Streetwise \_\_\_\_\_ 00000  
Subterfuge \_\_\_\_\_ 00000  
\_\_\_\_\_ 00000  
\_\_\_\_\_ 00000  
\_\_\_\_\_ 00000

**CHARISMA** ●0000  
MEGA-CHARISMA 00000  
Command \_\_\_\_\_ 00000  
Etiquette \_\_\_\_\_ 00000  
Perform \_\_\_\_\_ 00000  
\_\_\_\_\_ 00000  
\_\_\_\_\_ 00000  
\_\_\_\_\_ 00000

## ADVANTAGES

### QUANTUM POWERS

\_\_\_\_\_ 00000  
Level: Page#:  
\_\_\_\_\_ 00000  
Level: Page#:  
\_\_\_\_\_ 00000  
Level: Page#:  
\_\_\_\_\_ 00000  
Level: Page#:  
\_\_\_\_\_ 00000  
Level: Page#:  
\_\_\_\_\_ 00000  
Level: Page#:  
\_\_\_\_\_ 00000  
Level: Page#:  
\_\_\_\_\_ 00000  
Level: Page#:

### BACKGROUNDS

\_\_\_\_\_ 00000  
\_\_\_\_\_ 00000  
\_\_\_\_\_ 00000  
\_\_\_\_\_ 00000  
\_\_\_\_\_ 00000

### WILLPOWER

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### TAINT

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□□□□□□□□□□

### QUANTUM

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### QUANTUM POOL

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□□

### HEALTH

Bruised 0

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Incapacitated

Dead

(Write in Health Levels as Needed)

# ABERRANT

## MERITS & FLAWS

MERIT	TYPE	COST	FLAW	TYPE	COST
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____

### MEGA-ENHANCEMENTS

Attribute: \_\_\_\_\_  
 Enhancement: \_\_\_\_\_  
 Book: \_\_\_\_\_ Page#: \_\_\_\_\_

Attribute: \_\_\_\_\_  
 Enhancement: \_\_\_\_\_  
 Book: \_\_\_\_\_ Page#: \_\_\_\_\_

Attribute: \_\_\_\_\_  
 Enhancement: \_\_\_\_\_  
 Book: \_\_\_\_\_ Page#: \_\_\_\_\_

Attribute: \_\_\_\_\_  
 Enhancement: \_\_\_\_\_  
 Book: \_\_\_\_\_ Page#: \_\_\_\_\_

Attribute: \_\_\_\_\_  
 Enhancement: \_\_\_\_\_  
 Book: \_\_\_\_\_ Page#: \_\_\_\_\_

Attribute: \_\_\_\_\_  
 Enhancement: \_\_\_\_\_  
 Book: \_\_\_\_\_ Page#: \_\_\_\_\_

Attribute: \_\_\_\_\_  
 Enhancement: \_\_\_\_\_  
 Book: \_\_\_\_\_ Page#: \_\_\_\_\_

Attribute: \_\_\_\_\_  
 Enhancement: \_\_\_\_\_  
 Book: \_\_\_\_\_ Page#: \_\_\_\_\_

### QUANTUM EXTRAS

Power: \_\_\_\_\_  
 Extra: \_\_\_\_\_  
 Book: \_\_\_\_\_ Page#: \_\_\_\_\_

Power: \_\_\_\_\_  
 Extra: \_\_\_\_\_  
 Book: \_\_\_\_\_ Page#: \_\_\_\_\_

Power: \_\_\_\_\_  
 Extra: \_\_\_\_\_  
 Book: \_\_\_\_\_ Page#: \_\_\_\_\_

Power: \_\_\_\_\_  
 Extra: \_\_\_\_\_  
 Book: \_\_\_\_\_ Page#: \_\_\_\_\_

Power: \_\_\_\_\_  
 Extra: \_\_\_\_\_  
 Book: \_\_\_\_\_ Page#: \_\_\_\_\_

Power: \_\_\_\_\_  
 Extra: \_\_\_\_\_  
 Book: \_\_\_\_\_ Page#: \_\_\_\_\_

Power: \_\_\_\_\_  
 Extra: \_\_\_\_\_  
 Book: \_\_\_\_\_ Page#: \_\_\_\_\_

Power: \_\_\_\_\_  
 Extra: \_\_\_\_\_  
 Book: \_\_\_\_\_ Page#: \_\_\_\_\_

## COMBAT

### ATTACK

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

### ARMOR

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

### INITIATIVE

### MOVEMENT

Walk	Run	Sprint	_____

### SOAK

Bashing	Lethal

# ABERRANT

## EXPANDED BACKGROUNDS

ALLIES

FOLLOWERS

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ATTUNEMENT

INFLUENCE

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BACKING

MENTOR

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CONTACTS

RESOURCES

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EUFIBER

OTHER( \_\_\_\_\_ )

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## POSSESSIONS

GEAR(CARRIED)

EQUIPMENT(OWNED)

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LANGUAGES

VEHICLES

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EXPERIENCE

EXPERIENCE

Total: \_\_\_\_\_

Total Spent: \_\_\_\_\_

Gained From: \_\_\_\_\_

Spent On: \_\_\_\_\_

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## RESIDENCE/HIDEOUT/HEADQUARTERS

LOCATION

DESCRIPTION

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# ABERRANT

## HISTORY

### ERUPTION

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## DESCRIPTION

Age: \_\_\_\_\_

Nationality: \_\_\_\_\_

Sex: \_\_\_\_\_

Hair: \_\_\_\_\_

Eyes: \_\_\_\_\_

Height: \_\_\_\_\_

Weight: \_\_\_\_\_

Distinguishing Characteristics: \_\_\_\_\_

### ABERRATIONS

### ABERRATIONS

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## CHARACTER SKETCH