

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

ATTUNEMENT

INFLUENCE

BACKING

MENTOR

CONTACTS

RESOURCES

EUFIBER

OTHER(_____)

POSSESSIONS

GEAR(CARRIED)

EQUIPMENT(OWNED)

LANGUAGES

VEHICLES

EXPERIENCE

EXPERIENCE

Total: _____

Gained From: _____

Total Spent: _____

Spent On: _____

RESIDENCE/HIDEOUT/HEADQUARTERS

LOCATION

DESCRIPTION

Experience Costs

Trait Increase: Attribute: Current Rating x4 Ability: Current Rating x2 Background: Current Rating x2 Willpower: Current Rating Quantum: Current Rating x8 Quantum Pool: 3 per Dot
Quantum Power(Level 1): Current Rating x3 Quantum Power(Level 2): Current Rating x5 Quantum Power(Level 3): Current Rating x7

New Trait: Ability: 3 Specialty: 1 Background: 2 Enhancement: 5 Mega-Attribute: 6 Quantum Power(Level 1): 3 Quantum Power(Level 2): 6 Quantum Power(Level 3): 9

ABERRANT

HISTORY

ERUPTION

DESCRIPTION

Age: _____

Nationality: _____

Sex: _____

Hair: _____

Eyes: _____

Height: _____

Weight: _____

Distinguishing Characteristics: _____

ABERRATIONS

ABERRATIONS

CHARACTER SKETCH