**Nova Name:** _____ **Birth Name:** _____

Player: _____ Nature: _____ Sex: _____

Series: _____ Allegiance: _____ Ht/Wt: _____

Eruption: _____ Archtype: _____ Hair/Eyes: _____

| **PHYSICAL** | Standard | *Mega* |
|---|---|---|
| **STR** | ●○○○○ | *○○○○○* |
| Brawl | ○○○○○ | |
| Might | ○○○○○ | |
| Throwing | ○○○○○ | |
| | | *○○○○○* |
| | | *○○○○○* |
| | | *○○○○○* |
| **DEX** | ●○○○○ | *○○○○○* |
| Archery | ○○○○○ | |
| Athletics | ○○○○○ | |
| Drive | ○○○○○ | |
| Firearms | ○○○○○ | |
| Gunnery | ○○○○○ | |
| Heavy Weapons | ○○○○○ | |
| Legerdemain | ○○○○○ | |
| Martial Arts | ○○○○○ | |
| Melee | ○○○○○ | |
| Pilot | ○○○○○ | |
| Ride | ○○○○○ | |
| Stealth | ○○○○○ | |
| | | *○○○○○* |
| | | *○○○○○* |
| | | *○○○○○* |
| **STA** | ●○○○○ | *○○○○○* |
| Endurance | ●●●○○ | |
| Resistance | ●●●○○ | |
| | | *○○○○○* |
| | | *○○○○○* |
| | | *○○○○○* |

| **MENTAL** | Standard | *Mega* |
|---|---|---|
| **PER** | ●○○○○ | *○○○○○* |
| Artillery | ○○○○○ | |
| Awareness | ○○○○○ | |
| Investigation | ○○○○○ | |
| Navigation | ○○○○○ | |
| | | *○○○○○* |
| | | *○○○○○* |
| | | *○○○○○* |
| **INT** | ●○○○○ | *○○○○○* |
| Academics | ○○○○○ | |
| Analysis | ○○○○○ | |
| Bureaucracy | ○○○○○ | |
| Computer | ○○○○○ | |
| Demolitions | ○○○○○ | |
| Engineering | ○○○○○ | |
| Gambling | ○○○○○ | |
| Intrusion | ○○○○○ | |
| Linguistics | ○○○○○ | |
| Medicine | ○○○○○ | |
| Science | ○○○○○ | |
| Survival | ○○○○○ | |
| Tradecraft | ○○○○○ | |
| | | *○○○○○* |
| | | *○○○○○* |
| | | *○○○○○* |
| **WIT** | ●○○○○ | *○○○○○* |
| Arts | ○○○○○ | |
| Biz | ○○○○○ | |
| Meditation | ○○○○○ | |
| Rapport | ○○○○○ | |
| Shadowing | ○○○○○ | |
| Tactics | ○○○○○ | |
| Weave | ○○○○○ | |
| | | *○○○○○* |
| | | *○○○○○* |
| | | *○○○○○* |
| **SPECIAL** | | |
| Thought Discipline | ○○○○○ | |

| **SOCIAL** | Standard | *Mega* |
|---|---|---|
| **APP** | ●○○○○ | *○○○○○* |
| Disguise | ○○○○○ | |
| Intimidation | ○○○○○ | |
| Style | ○○○○○ | |
| | | *○○○○○* |
| | | *○○○○○* |
| | | *○○○○○* |
| **MAN** | ●○○○○ | *○○○○○* |
| Diplomacy | ○○○○○ | |
| Hypnosis | ○○○○○ | |
| Interrogation | ○○○○○ | |
| Seduction | ○○○○○ | |
| Streetwise | ○○○○○ | |
| Subterfuge | ○○○○○ | |
| | | *○○○○○* |
| | | *○○○○○* |
| | | *○○○○○* |
| **CHA** | ●○○○○ | *○○○○○* |
| Animal Training | ○○○○○ | |
| Carousing | ○○○○○ | |
| Command | ○○○○○ | |
| Etiquette | ○○○○○ | |
| Instruction | ○○○○○ | |
| Perform | ○○○○○ | |
| | | *○○○○○* |
| | | *○○○○○* |
| | | *○○○○○* |

## MOVEMENT

| | |
|---|---|
| Walk | 7 m |
| Run | DEX + 12 m |
| Sprint | (DEXx3) + 20 m |
| Fly | |
| Other | |

## QUANTUM POWERS

| *Power* | *Extras* | *Level* | *Points* |
|---|---|---|---|
| | | | *○○○○○* |
| | | | *○○○○○* |
| | | | *○○○○○* |
| | | | *○○○○○* |
| | | | *○○○○○* |
| | | | *○○○○○* |
| | | | *○○○○○* |
| | | | *○○○○○* |
| | | | *○○○○○* |

**QUANTUM POOL:** ___ *□□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□*

**Backgrounds**

○○○○○
○○○○○
○○○○○
○○○○○
○○○○○
○○○○○
○○○○○

**Aberrations**

**Merits & Flaws**

○○○○○
○○○○○
○○○○○
○○○○○
○○○○○

**Soak** Bashing Lethal

Base:
Eufiber:
Armor:
Other:
TOTAL:

**Initiative:**

**Willpower**

●●●○○ ○○○○○
□□□□□ □□□□□

**Taint**

*○○○○○ ○○○○○*
*□□□□□ □□□□□*

**Chrysalis**

*○○○○○ ○○○○○*
*□□□□□ □□□□□*

**Quantum**

*●○○○○ ○○○○○*

**Health**

| B | L | Level | Mod |
|---|---|---|---|
| ○ | □ | Bruised | -- |
| Extra B | | ○○○○○ ○○○○○ | |
| Extra L | | □□□□□ □□□□□ | |
| ○ | □ | Hurt | ___ |
| ○ | □ | Injured | ___ |
| ○ | □ | Wounded | ___ |
| ○ | □ | Maimed | ___ |
| Extra B | | ○○○○○ ○○○○○ | |
| Extra L | | □□□□□ □□□□□ | |
| ○ | □ | Crippled | ___ |
| ○ | □ | Incapacitated | |
| ○ | □ | Dead | |

| Attack | Difficulty | Accuracy | Damage | Special |
|---|---|---|---|---|
| Clinch | normal | STR+Brawl -or- DEX+Martial Arts | STR+2 Bashing | resisted Brawl or Martial Arts to escape |
| Disarm | +1 (+2 if unarmed) | DEX+Martial Arts -or- DEX+Melee | STR Bashing | if ≤ opponent's STR; otherwise, disarm & 0 damage |
| Hold | normal | STR+Brawl -or- DEX+Martial Arts | none | resisted Brawl or Martial Arts to escape |
| Kick | +1 | STR+Brawl -or- DEX+Martial Arts | STR+3 Bashing | |
| Strike | normal | STR+Brawl -or- DEX+Martial Arts | STR+2 Bashing | |
| Sweep | normal | DEX+Martial Arts -or- DEX+Melee | STR+1 Bashing | Athletics at +3difficulty or knockdown |
| Tackle | +1 | STR+Brawl | STR+3 Bashing | Athletics at +2difficulty or knockdown |
| Throw | +1 | STR+Brawl -or- DEX+Martial Arts | STR+1 Bashing | auto-knockdown & 1d10 damage/meter thrown |

**EXPERIENCE:** Experience Earned _____ Experience Spent _____ Experience Pool _____