Nova Name: Blue Hawk **Birth Name:** Cassandra Foster

Player: J. Orsini | Nature: Judge | Sex: Female
Series: N!Prime | Allegiance: Independent | Ht/Wt: 5'9"/135 lbs.
Eruption: Rape | Archtype: | Hair/Eyes: Black/Blue

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	○○○○○	
Body Awareness		●○○○○
		○○○○○
		○○○○○
INT	●●●●●●○○○○	
Academics	●●●●○	
Analysis	●●●●○	
Bureaucracy	●●○○○	
Computer	●●●●○	
Demolitions	●○○○○	
Engineering	●○○○○	
Gambling	○○○○○	
Intrusion	●●●○○	
Linguistics	●○○○○	
Medicine	●○○○○	
Science	●●●○○	
Survival	●●○○○	
Tradecraft	●●○○○	
Analyze Weakness		●○○○○
Investigative Prodigy		●○○○○
Tactical Prodigy		●○○○○
WIT	●●●●●●○○○○	
Arts	●○○○○	
Biz	●●○○○	
Meditation	●●○○○	
Rapport	●●●○○	
Shadowing	●●●○○	
Tactics	●●●○○	
Weave	○○○○○	
Quickness		●○○○○
Unfazeable		●○○○○
		○○○○○
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*
Body Modification – Extra Bruised Levels			●●○○○
Body Modification – Extra Maimed Levels			●●○○○
Intuition			●○○○○
Shroud			●○○○○
			○○○○○
			○○○○○
			○○○○○
			○○○○○
			○○○○○

QUANTUM POOL: 22 □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□

Backgrounds

Cipher	●●●○○
Contacts	●●●○○
Influence	●●●○○
Resources	●●●●●
Sanctum	●●●○○

Items

Advanced Body Armor
Katana
Rope line w/ grapple, etc.
Phosphorus, KO gas, smoke, etc.
Rocket Pack
Punch-Boost Battle Glove.
Mansion, custom car, etc.
Supercomputers, lab, etc.

Merits & Flaws

Secret (Identity)	⊙⊙⊙○○
	○○○○○
	○○○○○
	○○○○○
	○○○○○

Soak	Bashing	Lethal
Base:	5	2
Eufiber:		
Armor:	6	6
Other:		
TOTAL:	11	8

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
Katana	normal	DEX+Melee	STR+5 Lethal	