Nova Name: Rooker **Birth Name:** Alex Winters

Player: RDG | Nature: Survivor | Sex: Male
Series: NPrime version | Allegiance: None known | Ht/Wt: 6'10" 279lbs.
Eruption: Unobserved | Archtype: | Hair/Eyes: None Solid blue eyes

PHYSICAL	Standard	Mega
STR	●●●●●●●○○	
Brawl	●●●●○	
Might	●●○○○	
Throwing	●●○○○	
Leap, Shockwave		○○○○○
		○○○○○
		○○○○○
DEX	●●●○○○○○○	
Archery	○○○○○	
Athletics	●●●○○	
Drive	○○○○○	
Firearms	○○○○○	
Gunnery	○○○○○	
Heavy Weapons	○○○○○	
Legerdemain	○○○○○	
Martial Arts	○○○○○	
Melee	●●○○○	
Pilot	○○○○○	
Ride	○○○○○	
Stealth	○○○○○	
		○○○○○
		○○○○○
		○○○○○
STA	●●●●●●●●○	
Endurance	●●●○○	
Resistance	●●●○○	
Resilient, Regeneration, Adaptability		
		○○○○○

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*
Armor		*2*	●●○○○
			○○○○○
Gravitational Field		*1*	●●○○○
Weaknesses: no range, reduced radius, can't move			
			○○○○○
Density Increase		*1*	●○○○○
			○○○○○
			○○○○○
+2 Bruised Levels			○○○○○

QUANTUM POOL: *28* □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□

Backgrounds

Resources	●●○○○
Node	●●○○○
Attunment	●●○○○
Eufiber	●●●●●
Cipher	●●○○○
	○○○○○
	○○○○○

Aberrations

Blue skin
Solid blue eyes

Merits & Flaws

Overconfident (f)	●○○○○
Huge Size (m)	●●●●○
Enemy (f)	●●●○○
	○○○○○
	○○○○○

Soak	Bashing	Lethal
Base:	14	6
Eufiber:	5	5
Armor:	6	6
Other:		
TOTAL:	25	17

Initiative: 6

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 56 Experience Spent 56 Experience Pool 0