

Nova Design

1. **Pick an Concept/Origin:** same as in Rolling up a Character: Where the character has come from, their circumstances, race, homeland etc. Aberrants are the norm. Existing Novas come from a classified location in outer space. Novas are for all intent and purposes are Aberrants, however Aberrants are rarely Novas; the difference is Taint.
2. The Series is **Contact Coalition, Dan.**
3. **Choose Nature and Demeanor:** the character's nature is used to recharge a character's Willpower.
4. Allegiance: Divis Mal, Tegan, Aberrant Cult, Nippon, or Eden
5. Attributes: As with Rolling up a Character, Attributes are organized into three categories. Attributes start with at least one point in them and an Attribute can be as high as 5 points; even higher, effectively with Nova points and Mega-Attributes. But to start with you pick your groupings. The Attributes are the same as with Psions.

7 points for your Primary Attributes

5 points for your Secondary Attributes

3 points for your Tertiary Attributes.

(Physical)

Strength

Dexterity

Stamina

(Mental)

Perception

Intelligence

Wits

(Social)

Appearance

Manipulation

Charisma

6. Abilities: **13 points to spend maximum attribute is 5 points.** The maximum one Ability can have is 10 points, but that is rare. Most of the Abilities are the same as with Psions. But, Under Wits Biz replaces Meditation. Meditation is used o recover psi points and not needed. Biz is business savvy and was needed in the media and corporate driven world of Aberrants (for Psions savvy is a wider range that covers Biz). Under the Social Attributes Command is assigned to Charisma rather than Manipulation and instead of Savvy Aberrants have Streetwise, which is similar. These points can only be spent on the Abilities listed on the character sheet.
7. Nova Points: used to buy Quantum powers and mega attributes. No mega attribute can be higher than the base attribute. You have **Five points to spend.** The maximum Nova points a character can have in one stat is 5. Quantum is the difference between normal baseline humans and Aberrants; it is a measure of the extraordinary, even super powers that can be used by Aberrants. Each point of Quantum (how fast energy can be spent) gives Aberrants, of the Trinity Era, one point of Taint (this does not hold true for those from Eden, they gain a point of Taint for every 5 points of Quantum). **Each Nova starts out with 1 Quantum, but Aberrants start with 3.** Quantum can go as high as 6 points (see below). A point of Taint always creates an Aberration in the character, either a derangement or a visible mutation. Most Novas with high Taint have larger heads. Quantum Pool (how Aberrants and Novas get to spend their powers) starts at **20 + (Quantum x 2).** A Quantum Pool is recharged by resting. A character can drain their life; taking one Lethal Health level to generate 2 Quantum Pool points, but those points only last for three turns. A character can max out their Quantum Powers, by spending one point of Willpower and a number of Quantum Pool points generating a dice pool. Each success out of that dice pool can be "spent" to boost the Aberrant's next turn use of quantum power. This requires a full round of concentration. These points can be "spent" on the following:
 - Damage/Successes at the rate of one for one.
 - Soak at the rate of one for one.

- Area Attack; doubling a normal attack.
- To double range or speed.
- To double a power's duration.
- To buy Extras at the rate of 2 successes for 1 extra.

Unless otherwise specified maximized powers last for 1 turn.

8. Advantages, Backgrounds, Merits and Skills: Aberrants have **7 points to spend on backgrounds**. Aberrants can pick up Backgrounds, Flaws, Knowledges, Merits, and Skills just like psions can. Dormancy is the power to dam down your Aberrant abilities and powers so you can pass as a human. It can also be used to damp down Taint, but not remove it. Node is the use of the Mazarin-Rashoud node responsible for giving Aberrants their Quantum Powers. Development of the node allows more Quantum Points to be spend per round and a greater recovery of the Quantum Pool. You will have to check the Background sheet for some backgrounds and it will refer you to the proper website(s). Not all backgrounds will work, some are written only for Vampires. Discuss each Background that you take with the DM.
9. Novas gain **one point of Taint for each 5 Quantum Points**. **An Aberrant gains one point of Taint for each point in their Quantum Pool**. Temporary Taint can be gained; each 10 points of Temporary Taint creates one point of Permanent Taint. Temporary Taint can be acquired:
- Expending a point of Willpower to max out a roll and botching that roll.
 - Attempting to recharge their Quantum Pool by making a Stamina + Node roll and botching that roll.
 - Reveling in their Mental Disorders can also cause temporary Taint.
- Temporary Taint can be bleed off by going for a month without using your powers at more than 50% and not botching any roll. Roll Willpower with a +1 Difficulty per point of temporary Taint. Success on the roll bleeds off one point, Three or more successes bleed off two points of Taint. Failure means no Taint is bleed off and a botch means that one point of Permanent Taint is gained. There is no way to remove Permanent Taint. Aberrants and Novas cannot buy Tainted Powers at a discount as is standard in the early 21st century. Taint always manifests itself as a physical or mental disorder. (See Aberrant page 152 and Mental Disorders section of How to Play the game.)
10. Aberrants get **15 bonus points** that can be spend as follows:
- | Trait | Cost per Dot | Trait | Cost per Dot |
|---------------------------|--------------|--------------|--------------|
| Attribute | 5 | Background | 1 |
| Ability | 2 | Willpower | 2 |
| Specialty (max 3/Ability) | 1 | Quantum | 7 |
| Initiative | 1 | Flaws/Merits | Listed |
- (Costs are the same as per Rolling up a Character, but reflect Aberrant only traits.) **When more than four points are taken in an Attribute a Specialty is earned**. The Specialty adds one extra dice to an Attribute roll when that Specialty is used.
11. Novas start with 1 Node, including those from Eden. Novas from Japan receive more training and so start with Node 2.
12. **30 Nova points to raise Quantum, Quantum Pool, Traits, Backgrounds, Abilities or Mega Attributes**. Quantum powers can start at 3 and go as high as 7. **Japanese Novas start with only 20 Nova points to develop, but all have 0 Taint**. Japanese Novas start with 3 points in the Dormancy Ability. Normally Aberrants can use Taint to discount the cost of powers, but not in the 22nd century. All Aberrants are tainted. Players are not meant to have Aberrant

abilities, the game would not be balanced with player character Aberrants. Taint causes various obvious physical disorders and changes as well as mental disorders. Most Aberrants suffer mental disorders. Spending Nova Points

Nova Trait	Point Cost	Nova Trait	Point Cost
Mega--Attribute Enhancement	3	Quantum Pool	1/2
Quantum	5	3 Attribute Points	1
Quantum Power (level 1)	1	6 Ability Points	1
Quantum Power (level 2)	3	5 Background Points	1
Quantum Power (level 3)	5	Willpower	1

Attributes taken to **4 points earn one Quality, those taken to 5 points earn 2 Qualities.**

13. Record your special stats:

Willpower starts at 5 points

0 Psi

Initiative (Dexterity + Wits)

Quantum Pool = Quantum + (Quantum Level x 2)

Movement speeds:

Walk 5 meters/round

Run at Dexterity + 12 meters/round

Sprint at [Dexterity x 3] +20 meters/round

Willpower is the ability to resist doing something or that extra umph put into something (like a Quantum Power) to do it. You suffer compulsions when you run out of Willpower, but it is possible to recover Willpower by playing to your Nature. This holds true for psions as well.

14. Novas and Aberrants **start with 3 points in Endurance and Resistance** due to their superior stamina.

15. Determine Traits (Aeon page 162)

- Age: (remember your character has spent 4 years in a Psionic Order, you can't undergo the Prometheus Effect until you are 16 years old, and the Psionic Order will not count education time as service time). Most people go to college prior to undergoing the Prometheus Effect, but it is not a requirement. Some people undergo the Prometheus Effect so they could concentrate on their psionic powers during college. The Ministry has "dunked" people as young as 14, but usually they wait for puberty to end because of the emotional turmoil it causes.
- Height
- What do you look like
- How did you notice you were different after undergoing the Prometheus Effect and why did you choose that Psionic Order?
- What are your Quirks?
- Your race
- Who is important in your life?
- What do you own, based on your resources. (Aeon Trinity will provide a hotel style Apartments, if you want better you will have to purchase it yourself).
- How you perceive the world around you (are you angry, grateful to be out of the GAF wastelands, out for money etc.).
- What are your motivations?
- Novas and most Aberrants speak English, any more languages costs 1 background point.

- You will be a citizen of Great Britain, any more nations that you want to become a citizen of will have to be purchased at 1 background point. Dual citizenship is recognized by most nations, but not tri-citizenship to have this you will need a special reason. Most of the time citizenship is derived from the parents and the nation where you were born--in that order.
- The Storyteller has determined that you have all joined Aeon Trinity, hopefully to strengthen humanity so it can stand against their enemies. You are Special Agents, members of the Protus Division, the active arm of Aeon Trinity; providing investigation and defense services. Protus is primarily concerned with the Aberration threat.
- If you have at least one point in Drive you will have a driver's license.
- You will have a passport for Great Britain, but any travel will have to be authorized.
- You will have a TV license and a license for up to 5 computers (in England TV licenses are required, they are expensive and used to sponsor the BBC).
- You will have a license for a handgun. Weapon licenses are rare in England, most of the police don't carry handguns. You may carry a melee weapon, but walking around on the street with a sword at your side is going to take some pretty powerful explanations. Having anything over a 3" blade (Dagger) is illegal to carry in public.

Quick Aberrant/Nova Character Creation

1. Concept; choose your Origin
2. Select your Demeanor and Nature, you can use the same for both.
3. Write down the series; "Contact Coalition, Dan".
4. Spend 13 points among your Attributes picking each group and spending 7, 5, or 3 points among them as you determine. Chose between Physical, Mental and Social, your maximum in one Attribute is 5.
Spend 7 points among your primary group.
Spend 5 points among your secondary group.
Spend 3 points among your tertiary group.
5. Allegiance: Divis Mal, Tegan, Aberrant Cult, or Eden
6. Abilities: 13 points to spend maximum attribute is 5 points. Each point of Quantum earns 1 point of Taint.
7. Nova Points: used to buy Quantum powers and mega attributes. No mega attribute can be higher than the base attribute. Five points to spend. The maximum Quantum points a character can have in one stat is 5. Quantum Pool (how Aberrants and Novas get their powers) starts at 20 + (Quantum Level x 2).
8. Spend 7 points on backgrounds, Knowledges, Skills, Talents, Merits and Flaws
9. Novas start with 1 point of Taint per 5 points of Quantum. Aberrants start with one point of Taint per point in their Quantum Pool. Japanese Novas have no Taint. Temporary Taint is possible for all Novas and Aberrants.
10. You have 15 bonus points to spend anywhere on your character sheet that you want; including Attributes, Abilities, Backgrounds, Flaws or Merits. You can't take any Attribute past 5 points.

Trait	Cost Per Dot	Trait	Cost per Dot
Attribute	5	Background	1
Abilities	2	Willpower	2
Specialty (max 3/Ability)	1	Quantum	7
Initiative	1	Merits/Flaws	Listed

11. Aberrants and Eden Novas start with 1 Node, Japanese Novas start with 2 Node.
12. 30 Nova points to raise Quantum (20 for Japanese Novas), Quantum Pool, Traits, Backgrounds, Abilities or Mega Attributes. Quantum starts at 3 and go as high as 7. Normally Aberrants can use Taint to discount the cost of powers, but not in the 22nd century. All Aberrants are tainted. Players are not meant to have Aberrant abilities, the game would not be balanced with player character Aberrants. Taint causes various obvious physical disorders and changes as well as mental disorders. Most Aberrants suffer mental disorders. Spending Nova Points.

Trait	Cost per Dot	Trait	Cost per Dot
Mega-Attribute	3	Quantum Pool	1/2
Enhancement	3	3 Attribute Points	1
Quantum	5	6 Ability Points	1
Quantum Power (level 1)	1	5 Background Points	1
Quantum Power (level 2)	3	Willpower	1
Quantum Power (level 3)	5		

When you take 4 or more points in an Attribute or Ability you get to take a Specialty. Write your Specialty down next to the Attribute or Ability Stat. Specialties let your roll one more 1d10 when using that Ability. Look at important stats like Stamina and Willpower (Stamina and Willpower don't get a Quality or Specialty) to see if you want to increase them, or even your PSI rating

13. Record your special stats:

Willpower starts at 5 points.

0 PSI

Initiative (Dexterity + Wits)

Quantum Pool = Quantum + (Quantum Level x 2)

Movement speeds:

Walk 5 meters/round

Run at Dexterity + 12 meters/round

Sprint at [Dexterity x 3] +20 meters/round

14. Aberrants start with 3 points in Endurance and Resistance

15. Determine Traits (Aeon page 162)

- Age
- Height
- What do you look like
- What are your Quirks?
- Your race
- Who is important in your life?
- What do you own, based on your resources.
- What are your motivations?
- Most Aberrants and all Novas speak English, any more languages costs 1

background point.

NOTE: If I were to allow Player Characters to be Novas to keep with the power level of Psions I would cut their Nova points down from 30 to 15. Even then that may not be enough restrictions, Aberrants are just that powerful. A psion who wore a VARG (Power Armor) and was able to defeat an Aberrant single handed became a media sensation for this feat. Aberrants are very tough to defeat!