

The Mutant Epoch™ Android

Role Playing Game

Name

Player:

Game Master:

Original Purpose:

Date Rolled:

Generation System:

Pre-Play Caste:

Experience Factors:

Rank:

PC's Team / Faction:

Endurance

Strength

DMG Mod:

Range Mod:

%

Agility

MV Mod:

Accuracy

SV Mod:

Intelligence

Willpower

Perception

Initiative:

Appearance

Base Strike Value:

Defense Value:

Movement Rate: Base:

Armored:

Other:

Protection	DV	Move	Type
Agility Mod:			
Armor Worn:			
Helmet Worn:			
Shield Used:			
Dodge Skill:			
Other:			
Other:			

Portrait or Insignia

Attack Mode

SV

Rate

Range

Damage

Ammo or Uses

Skill pts.

Skill Adds SV Mod.

DMG

Android Features

Skills

Skeletal Structure:

Tissue Sheathing:

Healing Mode:

Power Source:

Continous Operation:

Hibernation:

Activation Time:

Sight:

Eye Appearance:

Auditory:

Vocal:

Touch:

Olfactory:

Taste:

Non-Typical Sense:

CPU Type:

INT Bonus:

WIL Bonus:

Processor Trait (PRO):

Firewall (FW):

Data Points (DT): /

Special Features:

Personality:

Gender Pattern:

Amatory Functional? Yes No

Manufacturing Date:

Age Appearance:

Weight:

kg

Height:

cm

Skin Color:

Hair:

Hair Type:

Hair Color:

Handed:

Swimming Ability:

Languages Spoken:

Equipment Starting Pack Code:

Bounty on PC's Head?:

Debts:

Valuables Carried:

Radiation Exposure:

