The Mutant Epoch™ Role Playing Game — Digital-Being

Name

Player: Game Master: Digital Being Type:

Date Rolled: Generation System: Chosen Pre-Play Caste:

Experience Factors: Rank: PC's Team /Faction:

*Data points recover at a rate of 1 per hour, per rank, unless digital-being was reduced to zero or less DT

Data* DT /

Processor PRO Hacking HK Mod:

Shielding SH FW Mod: → Firewall FW:

Transfer TRA

Intelligence INT

Willpower WIL

Perception PER

Appearance APP

Initiative:

Persona:

Random Flashback*: (no.___)

Sex in Past Life*:

Current Gender ID*:

Life Recalled?*:

Personality:

Current Container or Body**:

*If Applicable

** It's best to record this on a separate sheet of paper or appropriate character sheet as this DB is likely to 'upgrade' to a new vessel during extended game play.

Portrait or Insignia

Physical Attack Modes	SV	Rate	Range	Damage	Ammo or Uses	Skill pts.	Skill Adds SV Mod.	Skill Adds DMG
Shock Generation	(Base 01-70)	1	(3m per rank)	(base 1d10 DMG, +1 per rank)	(3 shocks per day per rank)	(Weapon Expert Skill Eligible!)		

Digital Attack Modes	Hack (HK)	Rate	Range	Damage	Ammo or Uses
Hacking	(Base 01-50)	1	(Usually contact)	(1d10 DT pts DMG inflicted/rank)	(1 hack attempt per day per rank)

Applications	Skills

Additional Notes about this Digital Being or Current Container or Body

Outland Arts™ .com