The Mutant Epoch Role Playing Game Player: Game Master: Date Rolled: Generation System: Experience Factors: Rai	Name		Type: y Caste: =action:			
Endurance / Strength DMG Mod: Range Mod: Agility MV Mod: - Accuracy SV Mod: Intelligence Willpower Perception Initiative: Appearance	%	Protection Agility Mod: Armor Worn: Helmet Worn: Shield Used: Dodge Skill: Other: Other: Defense Yalue:	DY Move	Yype	Portraii	or Insignia
Base Strike Value:	ement Ra	ent Rate: Base: Armored: Other:			, ontain)
Attack Mode S	Y R	ate Range	Damage	Ammo or Uses		Skill Adds pts. SV Mod. DMG
Personality: Gender: Sexual Orientation: Age: Birthday: Weight: kg Height: cm Skin Color: Hair: Eye: Other Features: Handed: Swimming Ability: Read & Write?: Do Math?: Religion: Languages Spoken: Diseases or Parasites?: Cancer?: Radiation Exposure:	Days Bour Debt	s Rations:		Mutation	s or Implants	Qudand