The Mutant Epoch Playing Game Player: Game Ma Date Rolled: Generation Sys Experience Factors: Ra	ister:	Base Plan	oid Type: t (if known): -Play Caste: PC's Faction:			
Agility MV Mod: Accuracy SV Mod: Intelligence Willpower Perception Initiative: Appearance	ange Mod:	% Protectio Agility M Armor W Helmet W Shield U Dodge S Oth Oth Defense Value	Mod: orn: orn: sed: Skill: eer:	Type	Portrait or Ins	ignia
Base Strike Value:	Movemen	it Rate: Base:	Armored:	Other:	a	
Attack Mode Manipulator Limbs	SY	Rate Range	Damage	Ammo or Uses		Skill Adds SV Mod. DMG
Plantoid Mutations				NOTE: +4 Skil	plants, and Miscella Il points in Conceal Self, an	nd +2 Concealed
Personality: Gender: Plantoid Reproduction: Age: Lifespan: Birthday: Yearly Growth: + cm + kg Max Height Weight: kg Height: Skin Color: Hair: Eye: Other Features: Handed: Swimming Ability: Read & Write?: Do Math?: Religion: Languages Spoken: Diseases or Parasites?:	cm Cm D	quipment Sta	Liters Wa	ter:		D