

The Mutant Epoch™ Rebuilt

Role Playing Game

Name

Player:

Game Master:

Pre-Play Caste:

Date Rolled:

Generation System:

PC's Faction:

Experience Factors:

Rank:

Healing Rate

Endurance

Strength

DMG Mod:

Range Mod:

%

Protection

DV

Move

Type

Agility

MV Mod:

Agility Mod:

Accuracy

SV Mod:

Armor Worn:

Helmet Worn:

Shield Used:

Dodge Skill:

Other:

Other:

Intelligence

Willpower

Perception

Appearance

Initiative:

Defense Value:

Portrait or Insignia

Base Strike Value:

Movement Rate: Base:

Armored:

Other:

Attack Mode

SV

Rate

Range

Damage

Ammo or Uses

Skill pts.

Skill Adds SV Mod. DMG

Rebuilt Features

Skills

Possible Mutations and Extras

PC's Demise:
Who assembled PC?:
PC's Suffering:
Vision Mode:
Speech Mode:
Auditory Mode:
Reproductive Capacity:
Additional Features:

Left Leg:
Right leg:
Rebuilt Arms:

Personality:

Gender:

Sexual Orientation:

Equipment

Starting Pack Code:

Age: Birthday:

Weight:

kg:

Height:

cm

Skin Color:

Hair:

Eye:

Other Features:

Handed:

Swimming Ability:

Read & Write?:

Do Math?:

Religion:

Languages Spoken:

Days Rations:

Liters Water:

Diseases or Parasites?:

Bounty on PC's Head?:

Cancer?:

Radiation Exposure:

Debts:

Valuables Carried:

