The Mutant Epoch™ Vat-Brain

Role Playing Game

Character Name

Player: *Base Game Master: Pre-Play Caste:

Date Rolled: Generation System: PC's Faction:

Brain Experience Factors: Brain Rank: Chassis or Body Experience Factors: Chassis or Body Rank:

Chassis/Body Endurance /

Vat Endurance /

Healing Rate

Strength* DMG Mod: Range Mod: %

Agility MV Mod:

Accuracy SV Mod:

Intelligence

Willpower

Perception

Appearance

Initiative:

*Base Strength is ½ all limbs combined

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

Portrait or Insignia

Base Strike Value:

Movement Rate: Base: Armored: Other:

** Chassis or Body DV, as all attacks are assumed to be against the PC's torso or vehicle.

Attack Mode	SV	Rate	Range	Damage	Ammo or Uses	Skill pts.	Skill Adds SV Mod.	Skill Adds DMG

Vat-Brain Features

Brain Type: Brain Endurance: Brain Stat Bonuses: INT___WIL ___ PER___

Can Turn Head? ❒ Yes ❒ No Vat Type: Vat DV: Vat END: /

Vat Weight: kg Vat Height: cm Vat Fluid Color:

Vat Power Supply: Duration: Cable? ❒ Yes ❒ No

Power Details:

Vat Special Defenses?:

Vat's Sensory Parts

Visual 1:

Visual 2:

Auditory Sensor:

Olfactory Sensor

Taste Sensor:

Mask or Facial Focus?:

Vat's Additional Organic Parts:

Vat Unique Features:

Chassis/Body Details, Skills and any Implants or Mutations

Vat's Chassis or Donor Body:

Weight: Height: Age:

Endurance:

Strength: ___ Agility ___ Appearance (of body)___

Defense Value: Movement:

Other Details:

Personality: Sexual Orientation:

Gender: Reproduction:

Age: Birthday:

Total Weight: kg Total Height: cm

Skin Color: Hair: Eye:

Handed: Swimming Ability:

Read & Write?: Do Math?:

Religion:

Languages Spoken:

Equipment

Starting Pack Code:

Origin Story:

Days Rations: Liters Water:

Bounty on PC's Head?: Debts:

Valuables Carried: