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Body Structure.								0 33	
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The Mutant Epoch Role Playing Game Player: Date Rolled: Experience Factors:	ster:	hme	Pre-Play C PC's Fa								
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Personality: Gender Pattern: Manufacturing Date:	Amatory Functional? Age Appearance: cm Skin Color: Hair Colo		Bount Debts	ty on P	arting Pack (C's Head				Dord	B.com

The Mutant Epoch TM Role Playing Game Player: Game M Cate Rolled: Generation Sy Experience Factors:	aster:		Digital Beir nosen Pre-Play PC's Team	/ Caste: /Faction: *Data points recover at a ra	ate of 1 per hour, per rank, un-	
Data* DT / Processor PRO Hacking HK Mod: Shielding SH FW Mod:	Firewal	FW:	Perso	less digital-being was reduce na: Flashback*: (no)	ed to zero or less DT	
ntelligence INT Villpower WIL Perception PER Lippearance APP			Life Reca Persona Current (*/If Applica ** It's bea appropria	Gender ID*: alled?*: lity: Container or Body**:	is likely to 'upgrade' to	Portrait or Insignia
Physical Attack Modes Shock Generation	(Base 01-70)	Rate	Range (3m per rank)	Damage (base 1d10 DMG, +1 per rank	Ammo or Uses (3 shocks per day per rank)	Skill Skill Adds pls. SV Mod. DM (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 I	igital Bein	ig or C	urrent Con	tainer or Body		

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The Mutant Epoch Role Playing Game Player: Game Mas Date Rolled: Generation Syste	ter:	Name	Half Breed	Type:			- North	, 1		
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Appearance		Def	Other:							
Base Strike Value:	Movemer			Arm	ored:	Oti	ner:	Portra	it or Ins	ignia
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Skills			200				Mutations	s or Implants	5	

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Personality: Gender: Sexual Orientation: Age: Birthday: Weight: Skin Color: Hair: Eye: Other Features: Handed: Swimming Ability: Read & Write?: Do Math?: Religion: Languages Spoken: Diseases or Parasites?: Cancer?: Radiation Exposure:	cm D	ebts:				Liters Water:			Queland Axes on

The Mutant Epoch Ten	Phodus	B	Name	E4 111	(井)		10			
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Player: Date Rolled: Gene	Game Master: eration System:		Current Host	Body:			06.7				
Experience Factors:	Rank:		Pre-Play PC's F	Caste:							
Endurance /						Healii	ng Rate				
Strength DMG Mo	d: Range Mod:		Protection	DV	Move	Туре					
Agility MV Mod. Accuracy SV Mod:	:		Agility Mod: Armor Worn:								
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Parasite Properties		- A				Mutations			S	kills	
Size: kg added:			Mada	8 2				. 90		OFF	
Adhesion to Host Type: Neurological Tendrils: Digestive	Conceal and Waste Tubes:	ment HC	IVIOG.:								
Detached Locomotion:											
Extra Appendages:											
Personality: Sexual (Orientation:	Equipme:	nt		I						
Gender: Reproductive Capacity: Age: Birthday:											
Weight: kg Height: Skin Color: Hair: Other Features:	Eye:										
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The Mutant Epoch Plant	mhd .	2000年中	A. D. L.	Party Party				
Role Playing Game	WILL	Name						
Player: Game Master:		Plantoid						
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Experience Factors: Rank:	Res		s Faction:					
Endurance /					Healing Rate			
A1 41	Mod: %	Protection	DV M	ove	Туре			
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Intelligence		Shield Used:						
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Attack Mode	SV Ra	te Range	Damage	AI	mmo or Uses	Ski	Skill Adds SV Mod. DM	G
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manipulatoi Limbs								
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Plantoid Mutations				2270	28ms, im	plants, and Miscell	aveons	8
CAN INVESTIGATIONS	a graduate		1	-	TOT.		- Ch	9
					NOTE: +4 Ski	II points in Conceal Self, a	and +2 Concealed	d
					Movement w	hen hidden among simia	ar vegeation.	-
Porconality	Fauin	mout Oranda						\prec
Personality: Gender: Plantoid Reproduction:	Equip	Ment Starting	g Pack Code:					_
Age: Lifespan: Birthday: Yearly Growth: + cm + kg Max Height: c	m							
	411							
Weight: kg Height: c Skin Color: Hair: Eye:	m							
Other Features:								
Handed: Swimming Ability:								
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Diseases or Parasites?: Cancer?:	Bount Debts:	y on PC's Head?:	İ			(Coldana	
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The Mutant Epoch TM Role Playing Game Player: Game Master:		Pre-Play (Name Caste:	Jacoba 13	ž.		
Date Rolled: Generation System: Experience Factors: R	ank:	PC's Fa	ection:				
Endurance / Strength DMG Mod: Range Mc Agility MV Mod: Accuracy SV Mod: Intelligence Willpower Perception Initiative: Appearance	od: %	Protection Agility Mod: Armor Worn: Helmet Worn: Shield Used: Dodge Skill: Other: Other:		Healing Rate			
Base Strike Value:	vement Ra	Defense Value:	Armored:	Other:	Portrait	or Insignia	
Attack Mode		ite Range	Damage	Ammo or Uses		Skill Skill Adds pts. SV Mod. DN	
Rebuilt Features PC's Demise:			Skills		Possible Mutation	ons and Extras	3
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: Age: Birthday: Weight: kg Height: on Skin Color: Hair: Eye: Other Features:	Equip	ment Starting	Pack Code:				
Handed: Swimming Ability: Read & Write?: Do Math?: Religion: Languages Spoken: Diseases or Parasites?: Cancer?: Radiation Exposure: WWW.mutantepoch.com Official chain			ad?:	Liters Water: Valuables Carried:	pets, list of vanquished foes, et	Cordance Cord	m j

The Mutant Epoc		JQ			Name			9			
Player: Game Master: Date Rolled: Generation System:			C !	oson Pro Di							
Experience Factors:		Rank:	CI	Chosen Pre-Play Caste: PC's Team /Faction:							
Endurance /											
	G Mod: Range	Mod:	%	Protection	DV	Move	Type				
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Secondary Robotic Arm:				Data Point Additional		Cybern				,	
Locomotion Mode:								Spec	cial Prog	rams	
Power Source: Hibernation: Primary Optics: Other Optics: Comms: Voice:	Continous Operati Activation Time:	on:									
Other Senses:											
Who made this robot?: Weight: kg	der ID (if any): Height: ming Ability:	cm		quipment s	Starting Pack	Code:					
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The Mutant Epoch™ \$\mathread{\matroad{\matroad{\mathread{\matroad{\matroad{\matroad{\matroad{\e	-Brain		•	000	}					
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Date Rolled: Generation Syste			Faction:	Obserie ou Dody Banky						
Brain Experience Factors: Brain Rank: Chassis/Body Endurance /	Gna	assis or Body Experie	ace ractors.	Chassis or Body Rank:						
Vat Endurance /										
V	ge Mod: %	6 Protection	DY Move	Туре						
Agility MV Mod:		Agility Mod								
Accuracy SV Mod:		Armor Worn: Helmet Worn:								
Intelligence		Shield Used								
Willpower		Dodge Skill	7							
Perception (Initiative:		Other:								
Appearance *Base Strength is ½ all limbs combined		Defense Value**:								
Base Strike Value:	Movement R	ate: Base:	Armored:	Other:	Portrait or Insignia ** Chassis or Body DV, as all attacks are assumed to be against the PC's torso or vehicle.					
Attack Mode	SY	Rate Range	Damage	Ammo or Uses		Skill Skil pts. SV Mo	I Adds d. DMG			
		etium >			S 10	21 2	7839			
Vat-Brain Features	Projection		AU OFD	Chassis/Body Details,	The same of the sa	nts or Muta	tions			
Brain Type: Brain Endurance: Can Turn Head?	V Fluid Color:	it Bonuses: INTv fat DV: Vat END able? ☐ Yes ☐ No		Endurance:	ge: Appearance (of body)_					
Vat's Additional Organic Parts: Vat Unique Features:										
Personality: Sexual Orientation: Gender: Reproduction:	Equi	ipment Starting	g Pack Code:							
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