The Mutant Epoch™
Role Playing Game

Name:

Player: | Game Master: | Character Type:

Date Rolled: | Generation System: | Pre-Play

Experience Factors: | Rank: | PC's Faction:

portrait or Insignia

Endurance /

Healing Rate

Strength — DMG Mod: Range Mod: %

Agility — MV Mod:

Accuracy — SV Mod:

Intelligence

Willpower

Perception

Appearance

Initiative:

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

Base Strike Value:

Movement Rate: Base: Armored: Other:

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

Mutations, Implants & Skills

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:

Equipment

Starting Pack Code:

Days Rations: | Liters Water:

Bounty on PC's Head?:

Debts:

Valuables Carried:

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Character's history, non-carried possessions, property, slaves, pets, list of vanquished foes, etc. on back....