

# MUTANT

## YEAR ZERO

## ATTRIBUTES



Servos	<input type="text"/>	Damage	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Stability	<input type="text"/>	Damage	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Processor	<input type="text"/>	Damage	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Network	<input type="text"/>	Damage	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

## CHASSIS PARTS

Head:	<input type="text"/>
Torso:	<input type="text"/>
Undercarriage:	<input type="text"/>

## ARMOR RATING



## PROGRAMS



Overload (Servos)	<input type="text"/>
Force (Servos)	<input type="text"/>
Assault (Servos)	<input type="text"/>
Infiltrate (Stability)	<input type="text"/>
Move (Stability)	<input type="text"/>
Shoot (Stability)	<input type="text"/>
Scan (Processor)	<input type="text"/>
Datamine (Processor)	<input type="text"/>
Analyze (Processor)	<input type="text"/>
Question (Network)	<input type="text"/>
Interact (Network)	<input type="text"/>
Repair (Network)	<input type="text"/>
	<input type="text"/>
	<input type="text"/>
	<input type="text"/>
	<input type="text"/>

## EXPERIENCE POINTS

<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
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Name:	Model:	Hierarchy:	<input type="text"/>
Personality:			

## APPEARANCE

Colour:	<input type="text"/>
Voice:	<input type="text"/>
Features:	<input type="text"/>
	<input type="text"/>

## SECONDARY FUNCTIONS

<input type="text"/>
<input type="text"/>
<input type="text"/>
<input type="text"/>
<input type="text"/>
<input type="text"/>
<input type="text"/>
<input type="text"/>
<input type="text"/>

## GEAR



Mounted

1	<input type="radio"/>
2	<input type="radio"/>
3	<input type="radio"/>
4	<input type="radio"/>
5	<input type="radio"/>
6	<input type="radio"/>
7	<input type="radio"/>
8	<input type="radio"/>
9	<input type="radio"/>
10	<input type="radio"/>
Ammunition:	<input type="text"/>

## MODULES

Broken

<input type="radio"/>
<input type="radio"/>
<input type="radio"/>
<input type="radio"/>
<input type="radio"/>
<input type="radio"/>

## ENERGY POINTS

<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
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## WEAPONS

Bonus

Damage

Range

Special




## RELATIONSHIPS

Buddy

PC 1:	<input type="radio"/>
PC 2:	<input type="radio"/>
PC 3:	<input type="radio"/>
PC 4:	<input type="radio"/>
I Hate:	<input type="text"/>
I Need to Protect:	<input type="text"/>
My Big Dream:	<input type="text"/>