MUTANT CRAWL CLASSICS CHARACTER RECORD SHEET

Character Name

Manimal/Theta Soldier
Title

13
AC

28
Hit Points

2
Level

XP

Clan of Cog
Archaic Alignment

11	**Strength** Modifier:
9	**Agility** Modifier:
19	**Stamina** Modifier: +4
14	**Personality** Modifier: +1
11	**Intelligence** Modifier:
11	**Luck** Modifier:

Base Speed	Melee Attack	Melee Damage
30'	+1	+0

Reflex Save	Missile Attack	Missile Damage
+1	+1	+0

Fortitude Save
+4

Will Save
+2

Combat Basics

Initiative:	+0
Action Dice:	1d20
Crit Die:	1d8
Crit Table:	II

Birth Sign / Lucky Roll

The Genomorph
+1 all Mutation Checks

+0 **Artifact Roll** including modifiers

Weapons

+1 Stone-tipped Spear (d6)
+1 Flint Dagger (d4)
+1 Bite (1d4)

NOTE: +2 on Mutation checks

Treasure

Equipment

Leather Rucksack
3 torches + firestarter
2 waterskins
1 large sack
2 sacks dried grapefruit slices

Armor

Blue Lizard Jacket and Boots
+3 AC d12 Fumble Die

Mutations & Defects

Mutation	Check	Manifestation
Heightened Stamina	+4	Stam immune to electrical mutant's skin looks chrome-plated
Electrical Generation		twin arcs from hands
Devolution		mutant's forehead glows bright green
Manimal: Canine:		Coyote-Person, speaks Canine+Nu-speak
Natural attack (bite, 1d4)		
Pack bonus: for each Manimal above 1 attacking same target, get +1 to hit		
-2 to AI Recognition		

MANIMAL